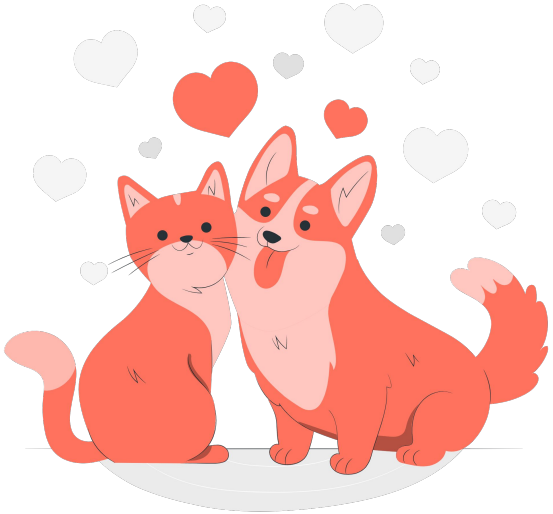
PROJECT PROPOSAL



SOFTWARE
ENGINEERING
< 102-08 >

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01

ABOUT THE PROJECT

PROJECT PURPOSE

- Create a software platform (MOBILE APP)

AUDIENCE / USERS

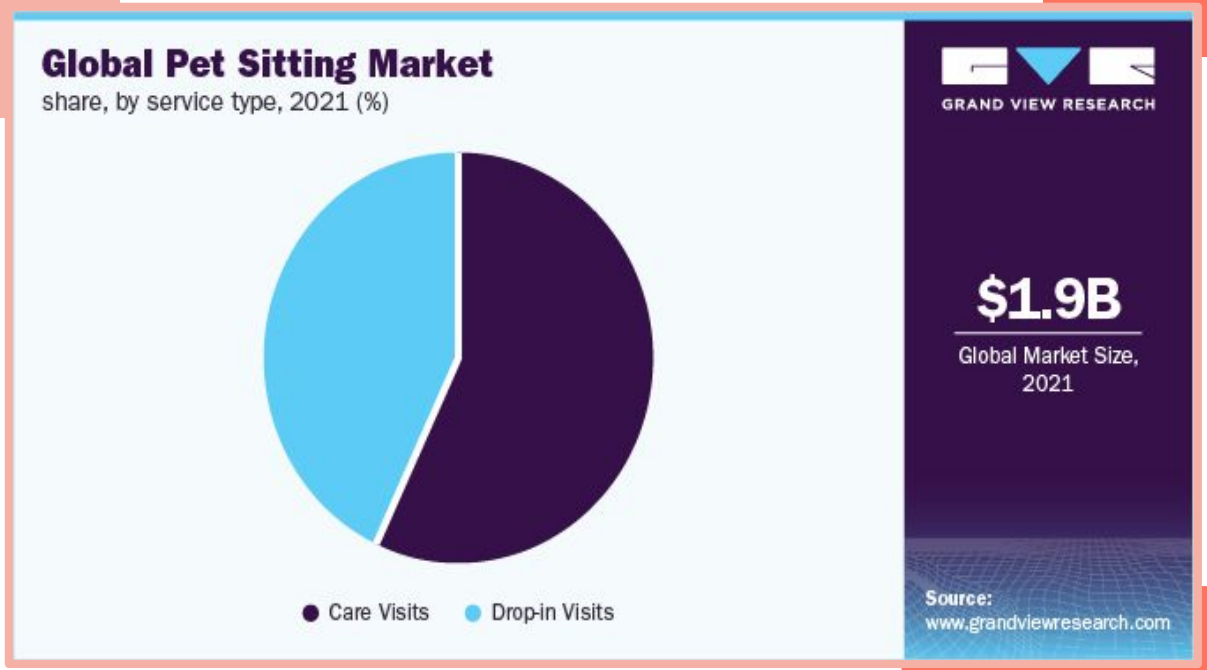
- Pet owners
- Job seekers (with or without previous experience)

PROBLEM IT WILL SOLVE

- Speed up the search process of pet owners or pet sitters
- Being able to travel while making sure your pets will be well attended
- Make sure the tasks to do are completed
- Make sure your home and pets will be secure
- Help you find a job

02

MARKET OPPORTUNITY



THIS IS NOW

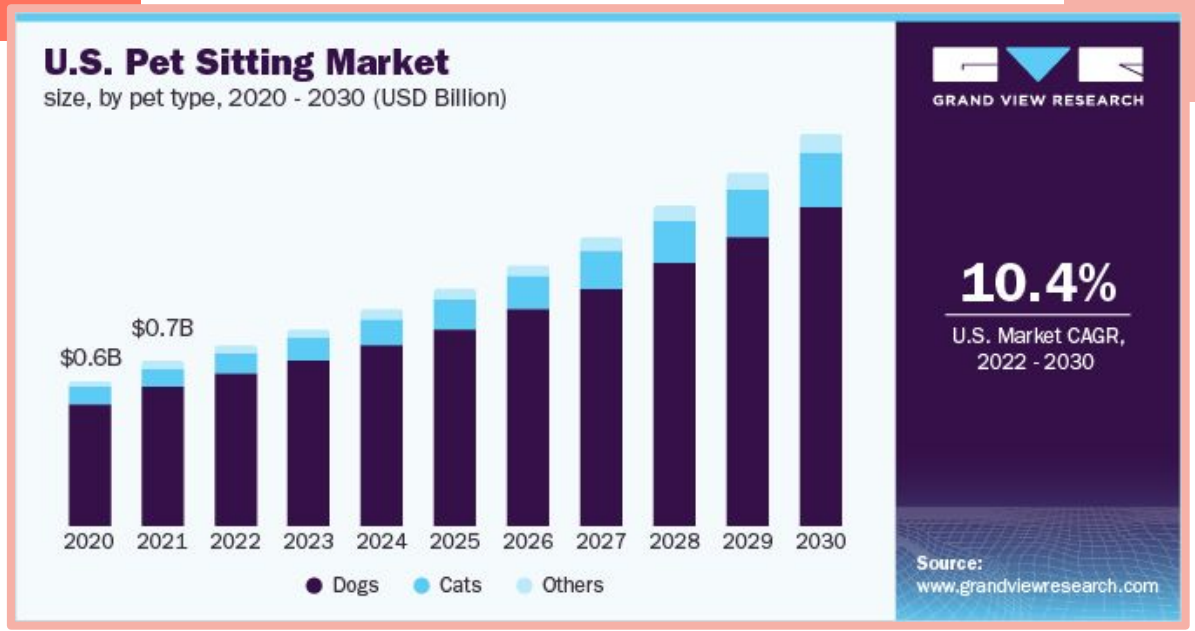
The global pet sitting market size was estimated at **USD 1.94 billion in 2021**

Market size value in 2022:
USD 2.15 billion

SOURCE: GVR Report cover
Pet Sitting Market Size, Share & Trends Analysis Report By Pet Type (Dogs, Cats), By Service Type (Care Visits, Drop-in Visits), By Region (Asia Pacific, North America, MEA, Europe, LATAM), And Segment Forecasts, 2022 - 2030

IN THE FUTURE

The **global** pet sitting market is expected to grow at a **compound annual growth rate (CAGR) of 11.52%** from 2022 to 2030.

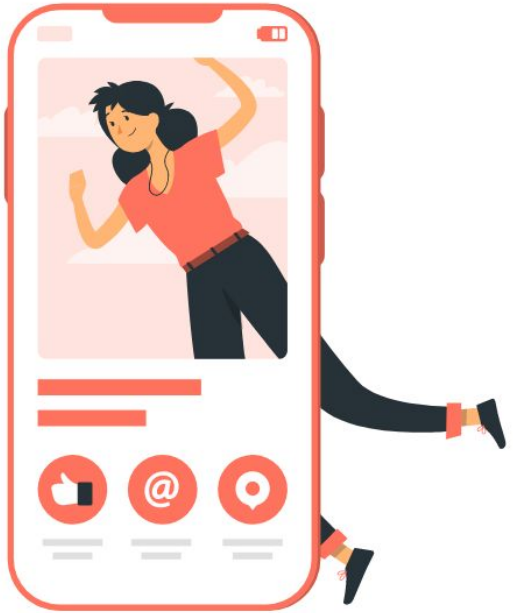


Revenue forecast in 2030:
USD 5.14 billion

03

APP FEATURES

- Users information
  - Owner and pet/s (1 or more pets)
  - Sitter
- Short recommendations about the sitter process
- Searcher for owner's offers or sitters in a previously specific zone range
- In-app messages between both parts
- Offers mailbox
- Being able to pay the sitters from the app
- Tasks register (with photos, hours done, ...)
- GPS tracking while walking the dogs
- Video call for emergencies
- ...



04

ARCHITECTURE REQUIREMENTS

FRONTED
(app building)

- Mobile app user interface (**UI**)
- Navigation **library**
- **API** to make requests to the backend

BACKEND
(app business logic)

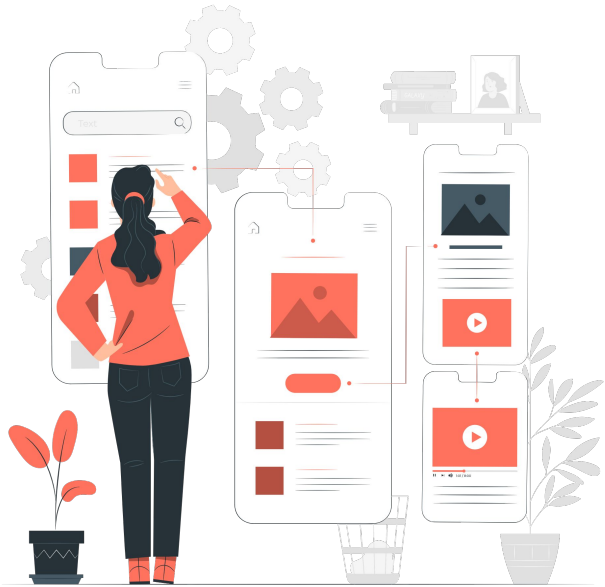
- **Backend server**
- **DBMS** (to store information about users data)
- **Geolocation** service for the location-based search

EXTENDED
(extra features)

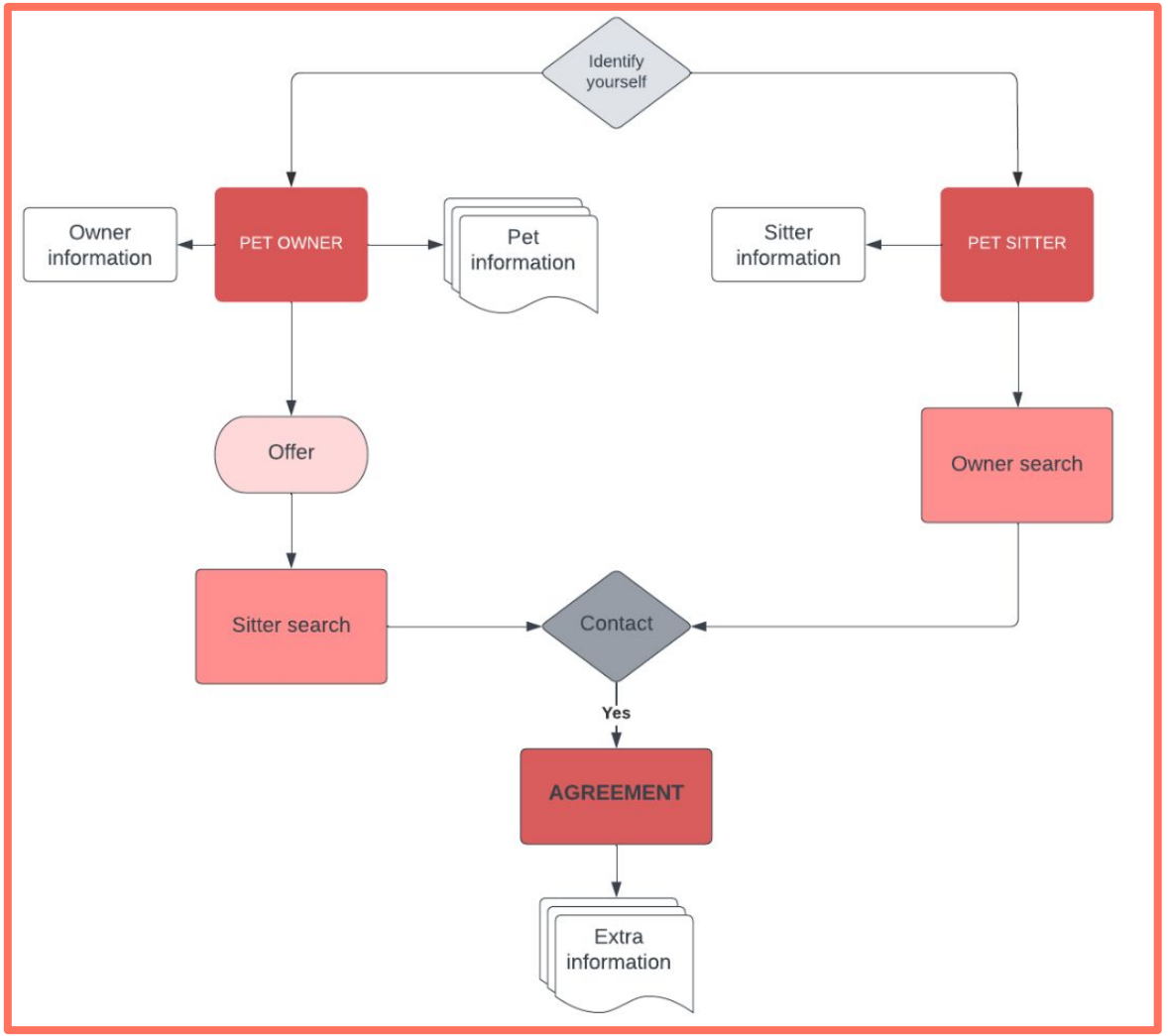
- In-app messaging
- Payment gateway integration
- Push notifications
- Review/Rating system
- Calendar integration
- **Security and hardening interfaces**

05

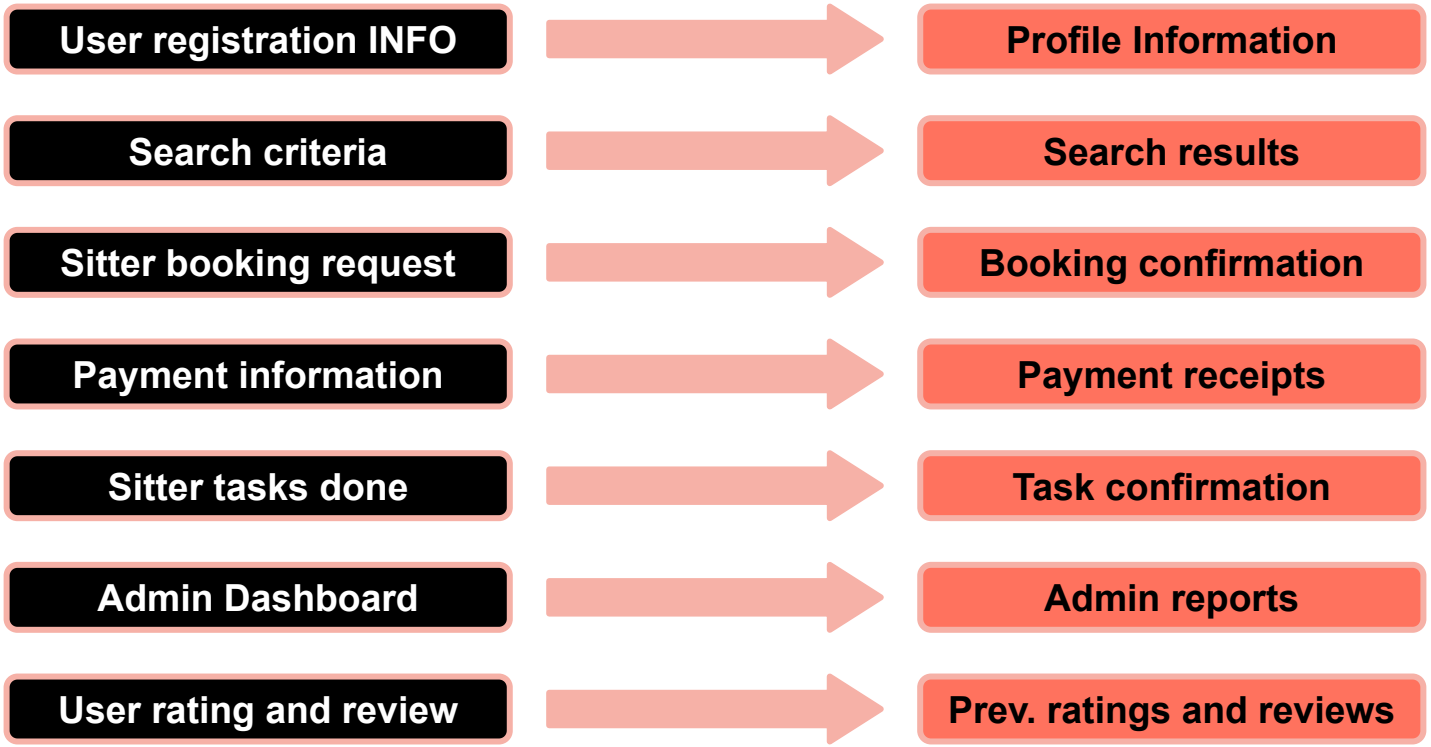
SUMMARY OF INTERACTIONS



USER POINT OF VIEW



INPUTS OUTPUTS

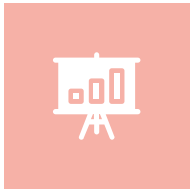


06

PROJECT CONCLUSION

KEY 1

Global usage app

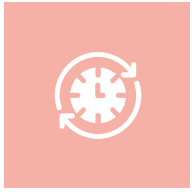


KEY 2

CAGR 11.52%
(2022-2030)

KEY 3

Being able to make future updates and upgrades



KEY 4

High profit in a short and long term

WE APPRECIATE ANY FEEDBACK

THANK YOU