**Requirements for the mobile application received from the customer**

After receiving requirements from the customer, a team of testers with a PM of SKYBOT project verify and improve sections for better experience for each customer.

*The customer provided the following requirements for the mobile application:*

| ***Requirements from the customer*** | ***Comments from team*** |
| --- | --- |
| * Registration and authorization: * Users can create an account using email and password. * Users can log in to the application using the email account and password. | An additional option is to register and log in using popular social platforms: Facebook, Google account. |
| * Product review: * The user can browse the product catalog, which contains the name, image, description, price, and availability of goods. * The user can filter products by category, brand, price range, etc. * Users can search for products by name or keywords. | One of the additional options is to add filtering based on the rating given by users. |
| * Details of the product: * The user can view detailed information about the product, including characteristics, description, rating, reviews, and product images. | Based on the web portal SKYBOT, better practice would be to specify all necessary technical descriptions which will show more detail about each item (Battery, Max Speed, Dimensions, etc.) |
| * Adding a product to the cart: * The user can add products to the shopping cart * The user can change the quantity of goods in the cart or delete items. | When the user adds or removes items from the cart, the number of items in the cart will automatically change and be displayed in the cart icon. |
| * Checkout process: * Users can check and change the contents of their cart before placing an order * The user can specify the delivery address and contact information. | We recommend adding an option of the different Notes which users could add and place for Promo Codes, which will provide a discount.  In section “Contact information” must be added all information about the client (name, surname, phone number and email) |
| * Payment process: * Users can choose a payment method, such as credit card, payment system, etc. | Payment section should include all popular payment options (Google Pay, Apple Pay, PayPal, Visa, Mastercard, American Express) for better experience of all customers |
| * Order tracking: * The user can receive updates on the status of their order, including order confirmation, payment, shipment, and delivery. | This requirement should be specified. Is it should be a push-notifications, or information on email, or like a special section in personal profile. |
| * Reviews and ratings: * Users can leave reviews and rate products. | As a recommendation we suggest sticking to the web version and rate it with stars (from 1 to 5). In addition, users can add photos and videos to their reviews, edit and delete their comments.  Also, we recommend leave this opportunity just for registered Members |
| * User interface: * The UI of the mobile application should match the UI of the web portal for better brand recognition. * The controls of the mobile application should also match the controls of the web portal. | We recommend using the same color palette, type and structure of buttons. |

For the mobile app to best reflect the similarity with the web version, we recommend to provide:

* section “Our services”, where Users could sign in to - Electric scooter first ride, Electric scooter service, Scooters for rent
* add Chat box for asking different kind of questions and dealing with problems in real time
* Video reviews section, where Users could watch videos

For the best performance of the application, we recommend paying attention to the following non-functional features that we would recommend in testing process:

1. Security ( all personal data of Users, especially credit cards numbers, must be encrypted;
2. Compatibility (do the functions work as expected on different platforms, how fast does the app load on different devices, and how many users can work with the app simultaneously on Android and iOS?)
3. Responsiveness (the more responsive the software is, the faster it responds to user input and completes its tasks. This speed of response is a significant part of the user's satisfaction with the application)
4. Testing the OS/device update
5. Localization Testing (language, time, currency)
6. Installation/Uninstallation testing

When all the details of the mobile application project will be agreed upon with the owner, the team will be able to better understand the structure of the product and its final design.