**Project Name: Digital Tifo Mobile App**

### **Project Overview:**

The Digital Tifo Mobile App is designed to enhance the fan experience during sporting events by allowing users to participate in coordinated tifos, sing chants together, play interactive AR-based games, and purchase tickets seamlessly. This app will be developed using Unity for AR functionality and a mobile-friendly UI framework for smooth navigation.

### **Features & Functionality:**

#### **1. Tifo Display (Main Feature)**

* Users can access the **Tifo Mode** to display a digital tifo on their phone screens.
* The tifo will be synchronized based on a **timer** or event cue.
* The app will send a **notification** when it’s time to raise the digital tifo.
* Option to **customize tifos** based on seating sections.

#### **2. Support Mode (Team Chants & Lyrics)**

* Fans can access **team chants and songs** with lyrics.
* A **synchronized timer** will guide all users to sing together.
* Ability to switch between different chants based on the match progress.

#### **3. Play Mode (Interactive Puzzle Game)**

* Augmented Reality (AR) feature where users **hunt for hidden team logos**.
* Fans use their phones to scan their surroundings and **find hidden logos**.
* The first users to capture the logos with their camera **win exclusive prizes**.

#### **4. Buy Tickets Mode**

* Users can purchase tickets for upcoming matches or events.
* Integration with payment systems for secure transactions.
* QR code ticketing for seamless entry into the stadium.
* Event details and seating map included.

### **Technical Requirements:**

#### **Development Stack**

* **Unity**: For AR functionality (AR Foundation, ARKit, ARCore).
* **Firebase**: User authentication, notifications, and real-time updates.
* **React Native or Flutter**: For the mobile app frontend.
* **Backend**: Node.js or Firebase Functions.

#### **Design Considerations**

* **Simple UI with 4 main icons** (Tifo, Support, Play, Buy Tickets)
* **Dark & vibrant theme** to match team branding.
* **Intuitive navigation** for quick access during live events.
* **Notification system** to alert users when to display the tifo or participate in chants.

#### **Security Measures**

* **User authentication** (Google, Apple, Email login options).
* **Encrypted transactions** for ticket purchases.
* **Location-based tracking** for AR gameplay (restricted to event zones).

### **Project Milestones:**

#### **Phase 1: Planning & UI Design**

* Finalize app features and wireframes.
* Design UI components in Figma.

#### **Phase 2: Core Development**

* Implement AR features in Unity.
* Develop backend APIs for ticketing and notifications.
* Integrate Firebase authentication.

#### **Phase 3: Testing & Refinements**

* Perform user testing and bug fixes.
* Optimize UI/UX for performance.

#### **Phase 4: Deployment & Marketing**

* Launch on Google Play & App Store.
* Implement marketing strategies for user adoption.

### **Conclusion: omarmoghram at gmail com**

The Digital Tifo Mobile App will revolutionize the fan experience by introducing **AR-powered tifos, synchronized chants, engaging games, and easy ticketing**. By integrating modern technology, we aim to enhance crowd engagement and make match days more interactive and enjoyable for fans worldwide.