VORTEX247 MOBILE APP.

PHASE ONE: User Interface and Navigational Structure

Goal: Set up a mobile UI of the vortex app with a navigational structure that provides great user experience in accessing the features of the app.

Deliverable: A bare bones mobile app containing all features (skeletal) on the web app as discussed. Including in-app comic reader and favourites.

Timeline: Two Weeks.

PHASE TWO: Connecting to Backend for Live Data

Goal: Connecting the deliverable from Phase One to the web app's backend so that data will be available on the app immediately its uploaded via the Wordpress Backend. This phase will require a thorough study of the web app in order to identify the endpoints that the app should call to achieve the necessary data transfer. The process can be hastened by granting me access to the developer of the web app who has knowledge of all these endpoints. Data here refers to comics, characters, user details, everything needed for the mobile app to properly provide the feature as it exist on the web app.

Deliverable: The mobile app will be connected to web app's backend and live data will be available on the mobile app. Including In-app download

Timeline: Two Weeks.

PHASE THREE: User Authentication and Subscription

Goal: With the connection to the Backend, Users can be created and authenticated. Paystack will be integrated in this phase.

Additional Resources:
- Access to vortex paystack account
- A proper briefing on the subscriptions as it is done on the web app.

Deliverable: The mobile app will have checks for authenticated users and also restrict users access to comics based on subscriptions.

Timeline: One Week.

PHASE FOUR: Beta Testing

Goal: Ensuring that the app meets the intended requirements and provides value to the user. (Beta Testing will be driven by VortexCorp)
Deliverable: A market ready app.

Timeline: A few days.

NB

1) On deliverables, I'll advice that a google developer account with playstore subscription (One time registration fee of $25). be paid available. For phase one to phase three, the app could be on internal release, with designated people being automatically notified of deployments. Then during phase four the app could be moved to beta release. And finally production release. A similar account should also provided for the Appstore.

2) On timelines, work on the project started effectively on 15/12/2019. That puts my proposed time for launch around the third week of January. There's a little bit overestimate on those timelines to account for unforseen situations that might come up during development.

FINANCIAL IMPLICATIONS FOR VORTEX CORP

First of all, I must state that I'm looking to build a professional working relationship with vortexcorp and build my network.

However, this app will cost VortexCorp **NGN300,000.00k.**

Best Regards
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