Project DreamWinner.

I am choosing DreamWinner because, This is the first application I developed and I faced a lot of difficulties and learned a lot while developing this.

I created this project in 2018, in my third year btech. The main reason to create this project was to buy ASUS ROG 1 (Mobile). Which costs around 70k INR. After it got launched, I wanted to buy it, but I didn't want to ask my family and I couldn't afford it with my pocket money as I was just getting around 2k pocket money per month. That's when I started thinking of other ways to earn money.

I started playing PUBG tournaments to earn money, I didn't win much. Then I realized these tournaments are not well organized. There is no structure. People used to join InstaGram groups and they used to organize tournaments manually. I thought if I made it organized and created an application for organizing PUBG tournaments, it might be a good idea to get success and earn money through it.

I contacted some app development companies and they asked around 2 lakhs to develop the application. That's when I started learning Android and started developing DreamWinner Parallely. I completed the entire project and launched it in the play store within 3 months.

I used Firebase, because it's beginner friendly and quick to implement. I used Firebase Authentication, Realtime Database, Cloud Messaging. Before learning Android I had Java in my Second year. I know atleast how to understand a program. It made it easier to write functionalities in android. While learning, recyclerView took me around two days to implement. In the beginning it was hard to learn from Youtube Videos and StackOverFlow. I took it slow and steady, spent a lot of time watching tutorials, I got to know a senior Pappu singha. He is the one who guided me throughout the application about which things to use, How Android works and all. He is also the one who told me to use Firebase.

DreamWinner got successful and I started getting money. Within 20 days I got 70,000 rupees. Obviously I had to work a lot, Managing my studies and organizing tournaments and maintaining Dreamwinner. I worked for around 18 hours everyday.

When i got 30,000 downloads in play store, They removed Dreamwinner saying that, Our application had payouts option and it was not allowed. Then I paid someone 5k and asked him to create a LandingPage for the app, so users can download the application.

I had to shut down Dreamwinner, when pubg got banned as there are very few users.

Over its lifetime,

DreamWinner was used by 65,000 + users.
Generated an income of around 6 Lakh Rupees.

I used Paytm Gateway and Razorpay to collect entry fees from users.

Working of the application.

I created two apps.

-> User Application -> for users to join tournaments.
-> Admin app -> for myself, so i can create/update tournaments and results, send notifications, Update PUBG room details, check user stats and much more.

User App

-> user needs to login/ register . I used Email – password authentication from Firebase.

-> Once Login, Dashboard page will be visible. Here users can goto Profile, check tournaments, goto Wallet, check results, Refer and earn.

-> Tournaments are categorized into SOLO, DUO, SQUAD. For Duo and Squad users can do multiple registrations.

-> When a user chooses to join a tournament, He needs to provide the Pubg Name and PubgID, which will be used later on to distribute rewards.

-> I used to process payouts manually. I applied for gateways with payouts options like Paytm Payouts , CashFree. They never approved my application.

Even though DreamWinner was removed from the play store, It's still available in other app stores. If possible , check the below link from google search results.

https://www.google.com/search?q=DreamWinner&oq=DreamWinner&aqs=chrome..69i57j
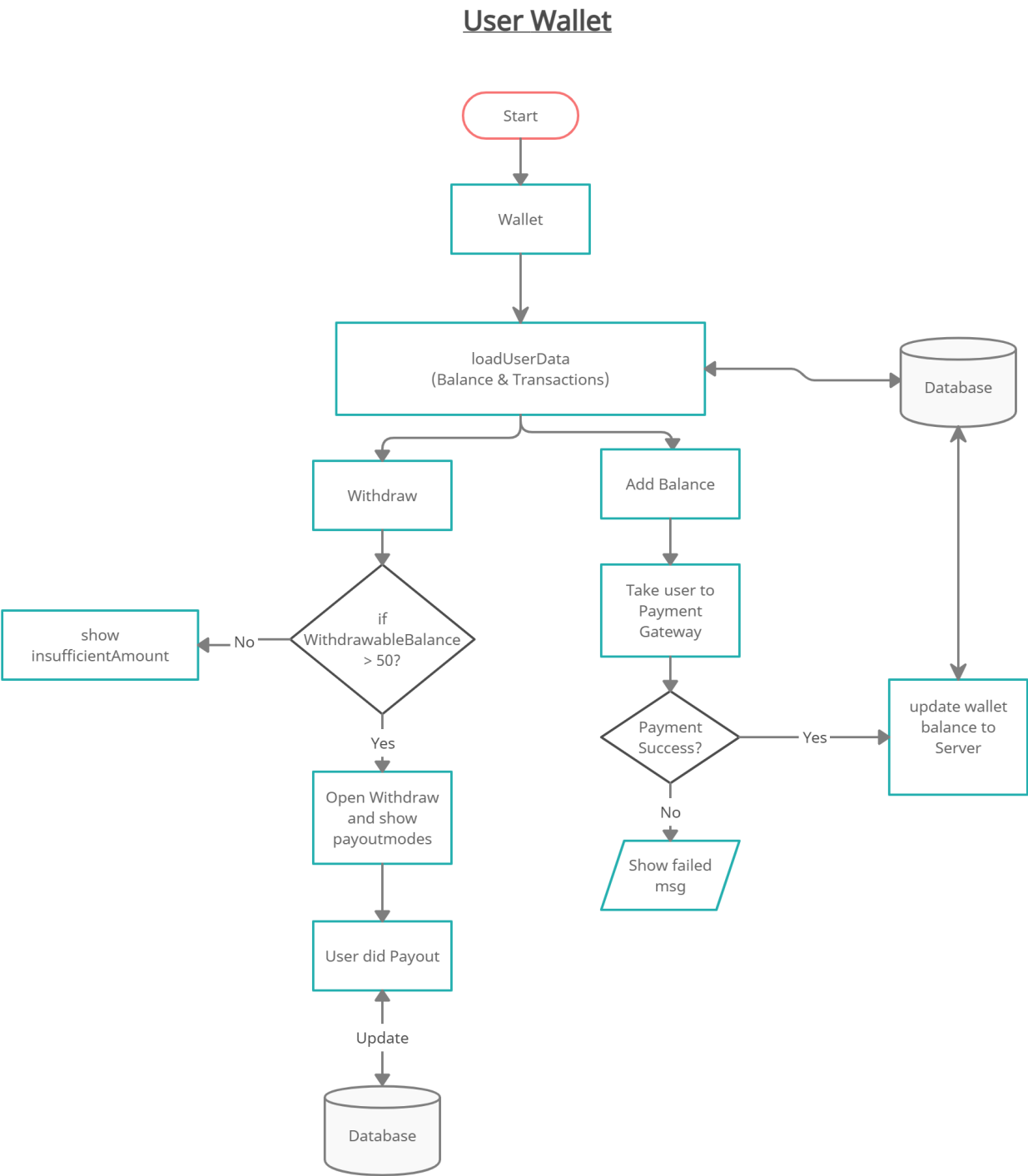69i60l2.2628j0j7&sourceid=chrome&ie=UTF-8

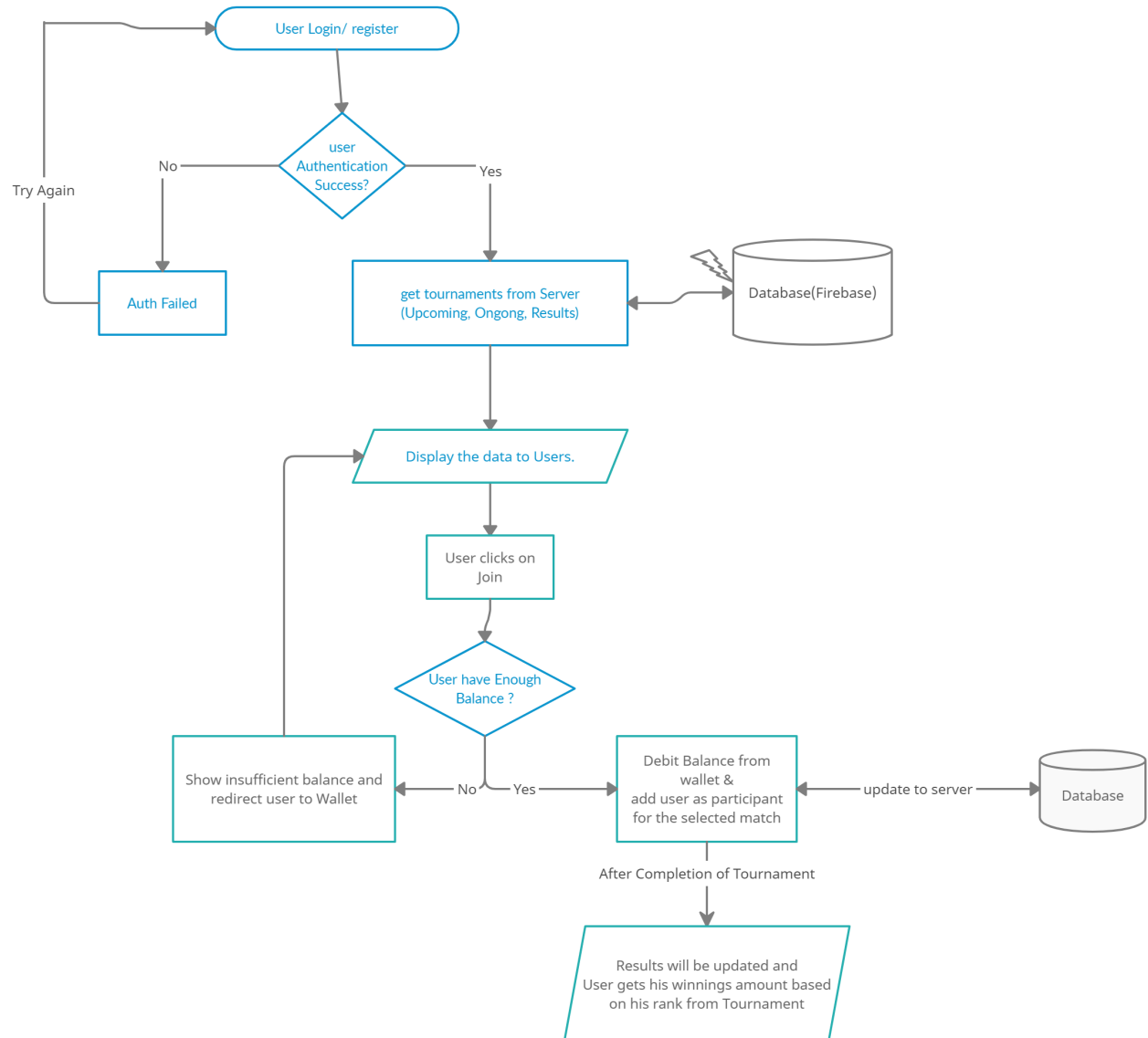If needed, I can upload the project to github.

I used

TabLayout,
ViewPager,
RecyclerView,
BottomNavigation,
Material Components,
Glide,
Lottie,
ImageSlider,
Firebase Auth,
Realtime Database,
Cloud messaging.

While developing this application, I didn't know anything about ConstraintLayout, MVVM or jetpack. I think jetpack also launched around this time only.
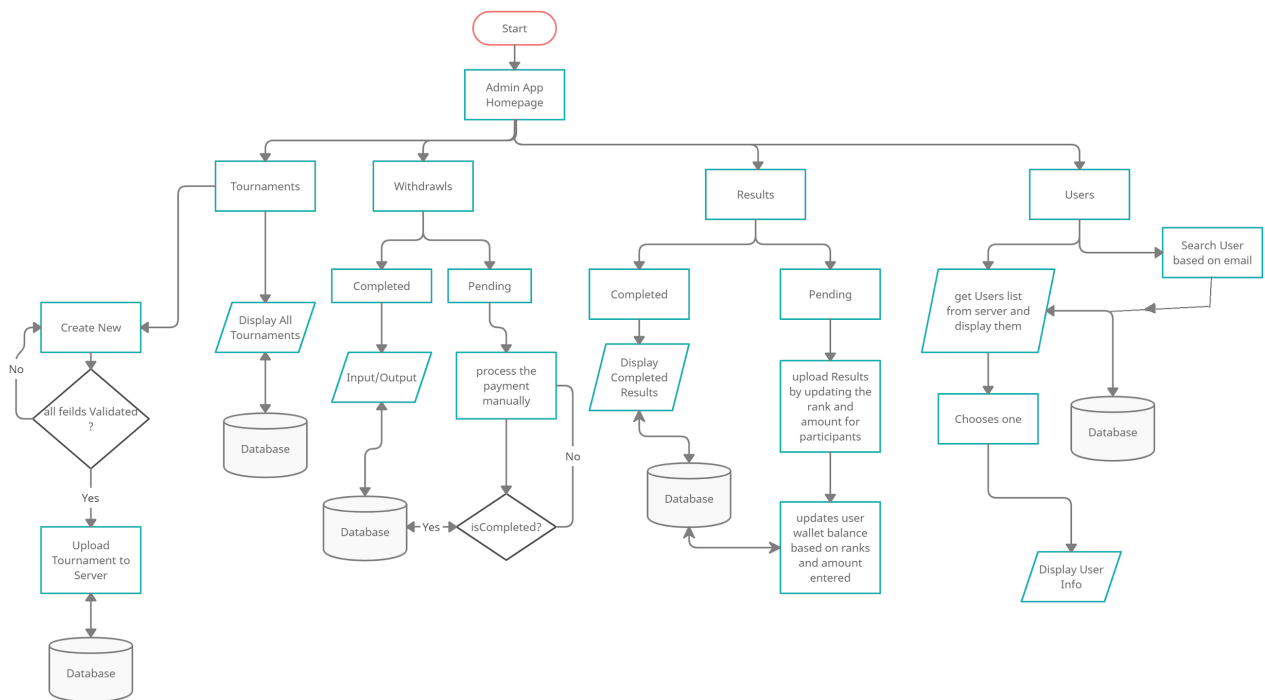
System Design Diagrams.

User Wallet

Joining in a Tournament

User Login/ register

user Authentication Success?

No → Auth Failed

Try Again

Yes ↓

get tournaments from Server
(Upcoming, Ongong, Results)

Database(Firebase)

Display the data to Users.

User clicks on Join

User have Enough Balance ?

No → Show insufficient balance and redirect user to Wallet

Yes → Debit Balance from wallet &
add user as participant for the selected match

update to server

Database

After Completion of Tournament

Results will be updated and
User gets his winnings amount based
on his rank from Tournament

-> Admin App

I used the admin app mostly to maintain the User application.

I created System Design Diagrams once for my college project and again for this. I did my best for this. I created the above diagrams using this website "https://app.creately.com"

Other applications I worked on and their PlayStore Links.

1. JustBilling
-> https://play.google.com/store/apps/details?id=cloud.effiasoft.justbillingstd
-> It's a billing Software. creating Invoices, managing products and inventory.

2. Spaarks
-> https://play.google.com/store/apps/details?id=com.osos.spaarksapp
-> Spaarks is a platform to connect to your local area. It has features like Job Posting, Announcements, Calls, Chat, creating posts …

3. MovieBazaar
-> https://play.google.com/store/apps/details?id=com.movie.moviebazaar
-> I alone created this project, I used Firebase, Kotlin, Youtube Api to play movies, ImageSlider,...

ThankYou for this opportunity

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