**Technical Requirement for SEA-Connect Application**

1. User Part (iOS application)
2. Dev Language

* Swift 5.0 or Swift UI (I think, Swift will be better)

1. Frameworks and Third-Party Libraries

* Location Tracking: CoreLocation, MapKit
* Local Database: CoreData or SharkORM
* BLE: CoreBluetooth
* Networking(REST): Alamofire
* Payment Gateway: ApplePay, Stripe
* Messaging: Socket.io or Firebase Real-Time DB
* Push Notification: APNS, FCM or OneSignal
* Subscription: In App Purchase

1. Functional Requirement

* Activate ancillaries remotely (BLE or WiFi)
* Lock and Unlock doors
* Climate
* Get temperature of inner and outer
* Control air conditioner for climate management
* Charge Limit Management
* Flash
* Honk
* Vent
* Monitor charging status
* Get battery status
* Charge Limit Management
* Get Charging status
* Track vehicle emission performance
* Track driver performance
* View aftersales information
* Software upgrade
* Accessories
* Service
* Roadside
* Shop
* Video Guides
* Monitor location data
* Displaying the current location on Apple Map
* Security
* Setup Phone Key
* Speed Limit
* Valet Mode
* Sentry Mode
* User Profile
* List of cars which user owned
* Inbox
* Account
* Contact Information
* Order History
* Manage Payment and History
* Setting
* Calendar Sync
* Manage Push Notification
* Sign out
* User Registration

1. Questions

* Need Bluetooth Protocol (Service UUID, Characteristics UUID, Binary Data, etc) for BLE
* Could you please explain more details about “Track vehicle emission performance” and “Track driver performance”? What kind of data will be contained?
* Do you have graphic design? or Should I do that?

1. Required Data

* Apple Developer and App Store Account or Invitation
* Firebase Account or Invitation
* Stripe Account

1. Web Part (Admin, Backend Apis)

* Do you have backend and admin panel? Or Do I need to develop Backend and Admin Panel?
* Please let me know how the car communicate with web server.