

FrequenC Mobile App Report

After thoroughly testing the flutter mobile application for frequenC's event management platform. We ended up with the following comments and notes regarding its usage.

1. We tried signing in using an existing user's credentials (phone number)
2. OTP was automatically received from within the app (populated from backend)
3. After successfully signing in, we only found two screens to navigate to in the bottom navigation bar (home , profile)
4. Looking deep inside the code, we tried adding all screens to the bottom navigation bar, in order to be able to navigate through them and test them.
5. We found the following screens:
 - a. EventScreen(),
 - b. ProfileScreen(),
 - c. ChatScreen(),
 - d. NotificationScreen(),
 - e. HistoryScreen(),
 - f. EventDetailValidatorScreen(data: {}),
 - g. EventDetailEventOrganiserScreen(data: {}),
 - h. GuestListScreen(),
 - i. GuestListEventOrganiserScreen(),
 - j. ScannedListScreen(data: {}),
 - k. ScannedListEventOrganiserScreen(data: {}),
 - l. TicketValidScreen(data: {}),
 - m. TicketValidatedScreen(data: {}),
 - n. TicketInvalidScreen(),
 - o. AddGuestListEventOrganiser(),
6. However, some of these screens are still put as placeholders, some are getting dummy data (eg, chat screen) and the rest are not functional at all and causing the application to break.
7. We believe that some of these problems might be because some screens require data to be passed through the constructor, however, we have no documentation on how to run / use the app.
8. We would like to have a complete documentation and a list of steps to follow, on how to use and continue developing the application and further maintenance.

Please refer back to us, once you receive this inquiry.