

| PROJECT SCOPE STATEMENT | |
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| Project Name | UniGo |
| Project Deliverables | Detailed Description |
| Web Application | A progressive web application that can be used on a computer as we as a mobile device for the convenience of its users. |
| Manage Bookings | Users get the option of searching for rides, option to choose the desired rider/driver, and also manage the history of all their previou rides. The history will display the information regarding their previou rides (I.e., the from and to locations, the driver, the rider, the car used |
| Payment Processing | A secure payment method will be use towards the end of every ride where the amount will be deducted from an inbuilt wallet, an provided to the driver |
| Driver management | Driver will get the option of maintaining vehicle records, preference for the rides, ride history, ability to search for other riders in a give proximity, and the ability to schedule the rides for their convenience |
| Mapping Services | The app will be integrated with GPS and mapping services to provide real-time location tracking and estimated time of arrival (ETA) for riders. |
| Request a ride | The app will allow riders to request a ride from their mobile device and track the driver's progress in real-time. |
| Driver Progress (Ratings and earnings) | The app will allow riders to request a ride from their mobile device and track the driver's progress in real-time. The app will provide mechanism for riders to rate their experience, and the backen system will manage the driver's earnings. |
| Payment Wallet | The app will include a payment processing system that support multiple payment options, including credit cards, PayPal, and in-ap payments. A wallet system will be used to keep the pre-loade amount for rider as well as the earnings of the driver. |
| Manage Ride Requests | The backend system will manage the incoming ride requests an match riders with available drivers. The system will also manage th acceptance and completion of rides. |
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| 2. Development of I | omotional materials for the platform OS and android mobile applications service in any manner. |

