

# Specification for mobile chat application

## Project description

I have a client who wants a native chat application which works on iOS and Android. The chat is aimed at a very specific target group.

We haven't decided yet whether the app will be a paid app or free.

We have developer accounts ready for both Google Play and iTunes - and we also have Phonegap / Adobe Cloud Services if that would enhance anything.

## Toplevel

- Chat API hosted on Firebase (unless better options are suggested)
  - Chat Api will be used by smartphones and browsers to connect. We will also make the chat available on Desktop - but this part we handle ourselves.
- Native apps for iOS and Android

## Integrations

- Firebase
- Postmark for email notifications

## Functionality

- Registration
  - Login
  - Logout
  - Forgot password
- Find online users
- Search for users based on profile criteria
- Conversations
  - Chat with a user
    - Smileys?
    - Formatting with markdown?
  - Block a user / manage blocked users
  - Leave a conversation
  - Turn off notifications for a specific conversation
  - Show new conversations since last login
- Write a status update for your public profile (we store only one profile status)
- Native notifications which can open the relevant chat conversation

- Autosave chat messages while typing to prevent something being lost for longer messages
- Load more (ajax)
- Error logging which is forwarded to an email
- Option to flag a user as inappropriate
- Small admin interface to search for users and block and otherwise moderate flagged user
- Discuss what options should be available when you're offline (if any) and also local caching to prevent a bad user experience if an internet connection is not provided
  - Outbox functionality som sender for offline.
- Discuss security. How to best protect systems from hacking

### **Profile information / fields**

- Username
- Real name (optional)
- Email
- Age
- (More fields to be provided later)
- Public profile
- Public story (longer article which are optional)
- Notifications
  - Enable/disable native notifications
  - Enable/disable email notifications

### **Wireframe/prototype**

We have created a prototype which serves as a visualisation of the application, but in some areas are missing last details.

### **Design**

We should keep custom design to a minimum and use native controls.

### **Device requirements**

- Should work on Iphone 4+
- Should work on ipad
- Android smartphone & tablets

### **Templates / screens**

- Welcome
- Registration
  - Signup
  - Login

- Forgot password
- User dashboard
- Find users
  - Online users
  - Search based on criteria
  - View public profile for user
- My conversations
  - View all conversations
  - View conversation
  - Write message
- My profile
  - View/edit profile

### **Timeline & Priorities**

Ideally we would have an early prototype which should mainly focus on the “conversation part” - as we have a demo group who we can use for initial testing during December.

Final Launch of the app would be ideal around February 1 - but we understand that this depends on final requirements.

- Get a prototype with chat functionality

### **Experience**

Since you have already released apps on Google Play and App store - we would like to know what we need to prepare for a successful release. Since this is our first time releasing an app i would like some input on what is important in the Terms & Conditions and other things that are relevant to have ready when the app should be submitted.

### **Version 2**

- Multilangauge so the application can be offered in other countries - but maybe it would be good to build in a translation library from the beginning