

Project Plan: Footwork Training – Goal 90

1. Project Overview

"Footwork Training - Goal 90" is a mobile app that starts with 5 modules. Each module contains lessons, and these lessons are video lessons teaching footballers how to improve their football skills. Users will receive a password when they purchase the product, allowing them to login. Once logged in, they land on the homepage where they see the available modules. On the profile page, they can view their progress and rewards collected by completing each module. The app will work across Android phones and tablets, iPhones, iPads, and can also be cast to a TV.

2. Development Plan

Phase 1: Planning & Setup

- Confirm app structure
- Setup Loveable/Replit environment
- GitHub repo

Phase 2: Core Features

- Login screen (password-based)
- Homepage with 5 modules
- Video player (loop playback)
- Progress tracking

Phase 3: Gamification & Profiles

- Profile page with rewards
- Points & badges system
- Backend sync for progress

Phase 4: Testing & Optimization

- Android/iOS testing
- Bug fixes
- Optimize UI/UX

Phase 5: Deployment

- App branding (icon, splash)
- Publish to Google Play & App Store
- Final QA

3. Milestones & Deliverables

Milestone	Deliverables	Timeline	Budget Split
1. Setup & Core Structure	Environment setup, login, homepage	Day 1–2	\$50
2. Video Lessons	Video player, 5 modules, looping	Day 3–4	\$50
3. Gamification & Profiles	Profile page, rewards system	Day 5–6	\$50
4. Testing & Deployment	QA, casting support, publishing	Day 7–10	\$50

4. Timeline

Estimated completion: 7–10 days

- Days 1–2: Setup
- Days 3–4: Core Features
- Days 5–6: Gamification
- Days 7–10: Testing & Deployment

5. Notes & Recommendations

- Password-based login will be used for version 1, with potential upgrade to account creation or in-app purchases later.
- Streaming-only video is recommended for MVP (offline support can be added later).
- Rewards will be implemented as points and badges to motivate users.