1. Backoffice: Creating CMS, which allows

* create seasons, allowing creation of seasons year after year and activate/deactivate them in the app
* create rounds within the active season, setting up the round date etc
* create fixtures for each round, specifying starting time
* enter the results for the games after they have finished
* manage user data
* push notifications: to be able to send push notifications from the backoffice
* trading configuration
  + allowing admin user set parameters such as the amount of trading points you give to new users, trading point bundles that you want to make available in the apps, points users need to trade for the diff scenarios (within 1h of kickoff, within 1st hour of game), admin fee price for 1 point and so on

2. Website: create the frontend website (web forms data would also be registered in the backoffice)

* Landing page presenting the app (with link to app store)
* Register your interest (if applicable)
* T&C, Privacy, Cookies, FAQ etc
* Contact form

3. Web services: These services are necessary for the communication APP - BackOffice. Some examples of functions that would be needed:

* expose to the apps what is the active season, active rounds and fixtures
* expose games, times etc
* tell apps if a user has trading points or not
* update user profiles when they purchase trading points or use APP points earned from games
* etc

4. Native app iOS: that would communicate with the Backoffice for all operations as needed

* User profile block: login, registration, login with FB or Twitter
* Fixture prediction, updates and in-app trading points
* Private leagues, leatherboards and tables