

Project : Multi service platform for youths (mobile)

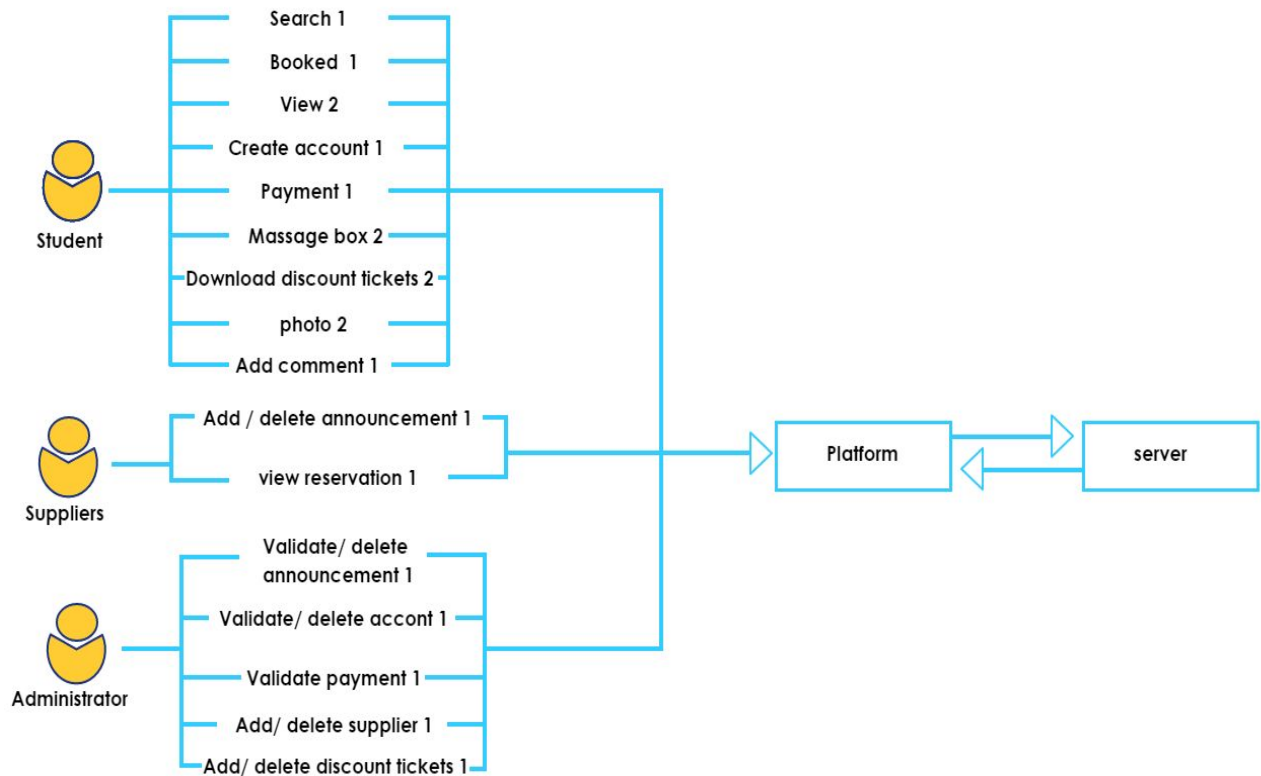
Requirement document

Context: The project is based on developing a platform that embodies the social activities of youths and other services.

Business problem: The business is in need of a flexible modifiable application on mobile and web which can serve as a platform carrying youth activities and other services.

state of the art: The front end of the project has been documented by Mr. Denis Oliver TAMAMAOT ALEOKOL.

Logical architecture:





Use Cases :

1. Search service 1 (youths)

I. Overview

Here, the youth searches for a service he is interested in; to do this he can choose a service from a menu (party , food ,) or he can type his search in search bar.

2. add comment 2 (youth)

I. Overview

Here, the youth add comment to (services/announcement/events) for a service he is interested in; to do this he can write down a box and post his messages.

3. create account 1 (youth)

I. Overview

Here, the youth create account in the app to get an access to services; to do this he can fill a form with **email, password / social account (facebook,google Account)**

4. login to his account 1 (youth)

I. Overview

Here, the youth login to his account ; to do this he can fill a form with **email, password / social media (facebook,google Account)**

5. Booked 1 (youth)

I. Overview

Here, the youth searches for a service he is interested in; to do this he can choose a service from a menu (party , food ,) or he can type his search in search bar.

6. payment 2 (youth)

7. Message box 2 (youth)

8. Download discount ticket 2 (youth)

9. photo 2 (youth)



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10. view 1 (youth)

I. Overview

Here, the youth views the announcements and other post made on the platform. (title , resume , picture or short video, location, date , additional information).

11. Add announcement 1 (suppliers)

I. Overview

Here, the suppliers adds his announcement (title, resume , picture or video, location, date, additional information).

12. view réservation 1 (suppliers)

I. Overview

Here, the suppliers view reservation on his announcement (number of people, name of the youth who have done reservation).

13. Deletes announcement 1 (suppliers)

I. Overview

Here, the suppliers delete announcements (title, resume , picture or video, location , date, additional infos).

14. Add service (suppliers)

I. Overview

Here, the suppliers add services (problem, offers , target, duration) which can be seen by the youths who use the application.

15. validate account 1 (admin)

I. Overview

Here ,the admin can validate an account of a supplier.

16. delete account 1 (admin)

I. Overview

Here ,the admin can delete account of a youth or supplier

17. add supplier 1 (admin)

I. Overview

Here ,the admin can add a supplier account on the platform. Suppliers infos can be (name , location, services , pictures of the suppliers)



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18. delete supplier 1 (admin)

I. Overview

Here ,the admin can delete a supplier account on the platform

19. add discount tickets 1 (admin)

I. Overview

Here ,the admin can add discount tickets on supplier service on the platform.

20. delete discount ticket 1 (admin)

I. Overview

Here ,the admin can delete account ticket on a supplier's service on the platform.

21. Validates an announcement (admin)

I. Overview

Here ,the admin can validate an announcement before a youth sees it on his timeline.

22. Deletes an announcement (admin)

I. Overview

Here the admin can delete an announce if he considers it is an uncomfortable announce.

NB : This document describe a global architecture of the project technically.

****suppliers :** it is a moral person or physical person who can share their services in our platforms. a suppliers can be bambou lounge who want to share a party (that we call announcement) on the platform.

The first app we develop will be webs app version of the app and the price will be according for the MVP (all that use cases marked with (1)) will be part of this MVP.

Estimate time for this MVP is 3 months (every month we will have a meeting with the client to clarify if what we have done is correct).

Estimate price for this MVP is **400 000 Fcfa** for the android version only (the host on the playstore is not include in this).

About the use cases **payment** you prefer to put it on prevision for 2 reasons :



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- this is sensible because we have know a financial process the transaction follow exactly
- we don't know clearly for what a youth can pay in the platform and it is not the right moment to think about payment when we launch a solution like that