Mobile App research

Features:

The mobile app will serve as a networking tool to facilitate interaction with the local community, a guide to relieve some of the difficulty of settling in, and provide location services such as recommendations for local stores, services and community events, and vehicle sharing.

This app will provide local chat services to promote users getting familiar and comfortable with their local communities. This will come in the form of public message boards or forums where users can talk about local events or general topics. Aspects to focus on for this section of the app will be area-based conversation, potentially Dunedin-wide communication.

Reference apps:

Nearby: <https://www.wnmlive.com/>

Meetup: <https://play.google.com/store/apps/details?id=com.meetup&hl=en>

Nearify: http://www.nearify.com/

The app will incorporate google location services to provide real-time location reports for the current user, with helpful pre-selected and customizable important locations such as supermarkets, schools, parks, information services buildings, etc.

Reference apps:

Localeur: <https://play.google.com/store/apps/details?id=com.localeur.release1&hl=en>

As public transportation creates difficulty for the ex-refugee community, this app will incorporate a vehicle-sharing/car-pooling feature, allowing willing volunteers equipped with cars to provide their services to the wider community. The use of a public message board and private messaging system can be included, budget permitting.

Reference apps:

Let’s Carpool: <https://www.smarttravel.org.nz/Public/Home.aspx?CustomSubSite=auckland>

Chariot: <https://www.chariot.com/>

Build:

This app must be beautiful and simple to use. A pleasant and intuitive interface is vital to promote a new user returning to the platform.

A wide range of access options is key; therefore, this app must be supported by the two leading mobile platforms, android and iOS. This decision to support multiple platforms increases the complexity of the build, thereby increasing development time and cost, however the ability to use this app across a range of devices seeks to strengthen the userbase, developing a more widespread network and community.

Cost:

5K – 20K +?

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