

# **FitBet**

## **Fitness Mobile App (iOS & Android)**

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### **Project Proposal**



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# 1 OVERVIEW

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This proposal intends to develop a Mobile Application in both iOS & Android platforms for conducting fitness challenge and a backend web application to manage users and events happening within the Mobile App. The App will have the facility to create a challenge with date, time, distance to be covered and the credit required to participate, and invite friends or strangers to join the challenge. Once they have joined, they would be intimated at the challenge starting time and live GPS tracking would be enabled after the challenge starts. They can then view their current status as well as status of other people who are participating in the challenge. After it is completed, the winner would be notified and the challenge credits would be transferred to the winner account and also, they would be able to record a 10 second video, to be sent to all other participants. Each user will have a dashboard that would show the challenges they have won, lost, credits they currently have and a graphical representation of number of KMs they run in last 7 days, 30 days, 6 months and a Year with Average speed per KM, Average KMs ran and the total KMs ran.

## 2 REQUIREMENT FUNCTIONALITY

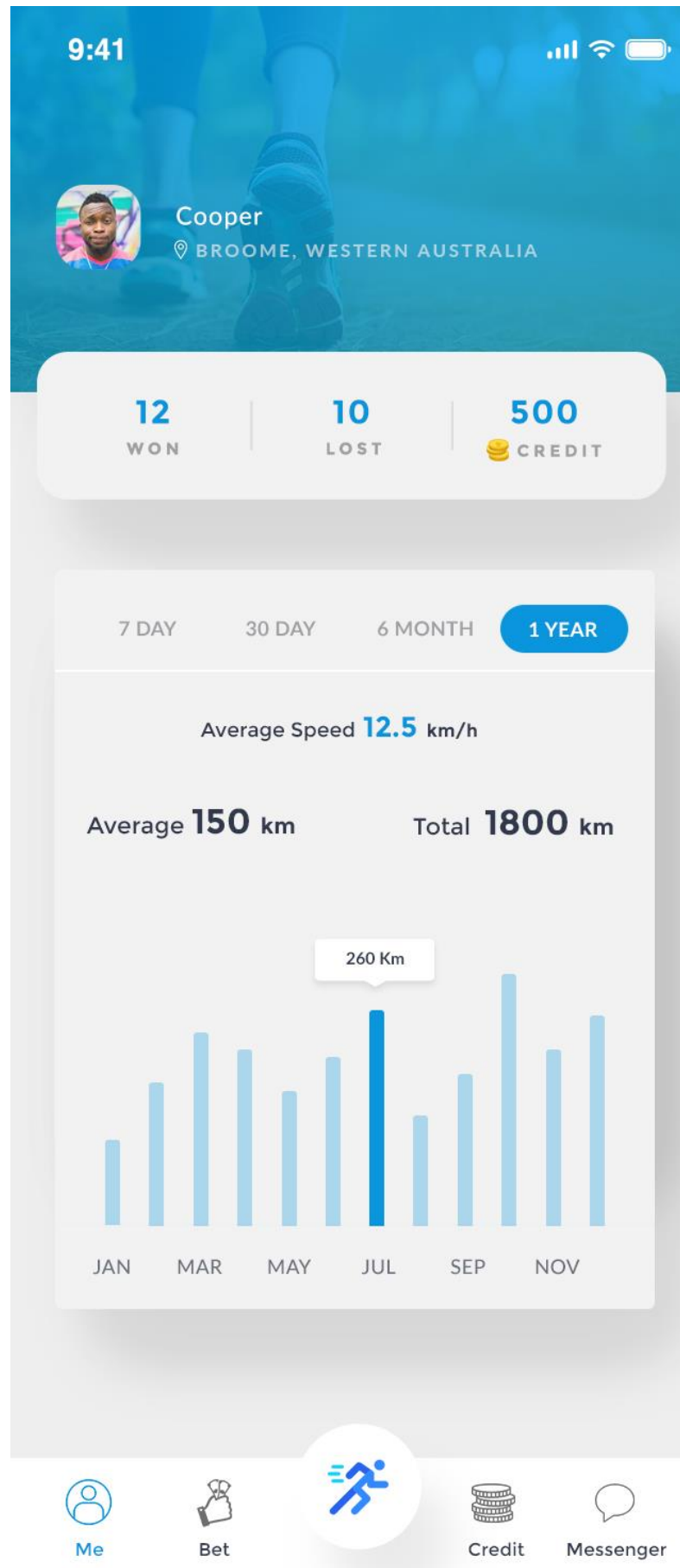
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### **2.1 Login & Registration**

The application's registration will be done either by entering the email address & password or with Facebook/Google, which would help in authenticating the user. Registrations that are not done with Facebook would have the option to connect with Facebook.

### **2.2 User Dashboard**

Every user will have a dashboard like the one shown below which would show their profile image and location, and would show all the challenges they have won & lost till date, credits they currently have and a graphical representation of number of KMs they run in last 7 days, 30 days, 6 months and a Year with Average speed per KM, Average KMs ran and the total KMs ran.



## **2.3 Create Challenge & Invite Users**

A user can create a Challenge, name it and enter date and time of the Challenge.

After which, they would have 2 options –

1. Create a route by entering the starting point and the ending point, based on which a route map would be shown to the user that would pin point the starting and ending point with the route as well as the distance in KMs. This map would be editable and the user will have the option to press and drag the starting or ending point and the route based on their requirements.
2. Only the distance in KMs would be entered and there would be no route specified. The user can run any route of his/her choice but have to cover the set KMs.

Once they have finalised on the Challenge route or KMs, they will have the option to enter the credits required for the Challenge and can then invite users or groups to it. A push notification would be sent to the invited users who already have the FitBet App. For others who are not FitBet users, the Challenge would be shared to their FB account with a link to download FitBet App.

## **2.4 Group Creation & Adding Users**

A user can create a group, name it and then add users, who are part of their contact list. Something similar to adding groups is WhatsApp.

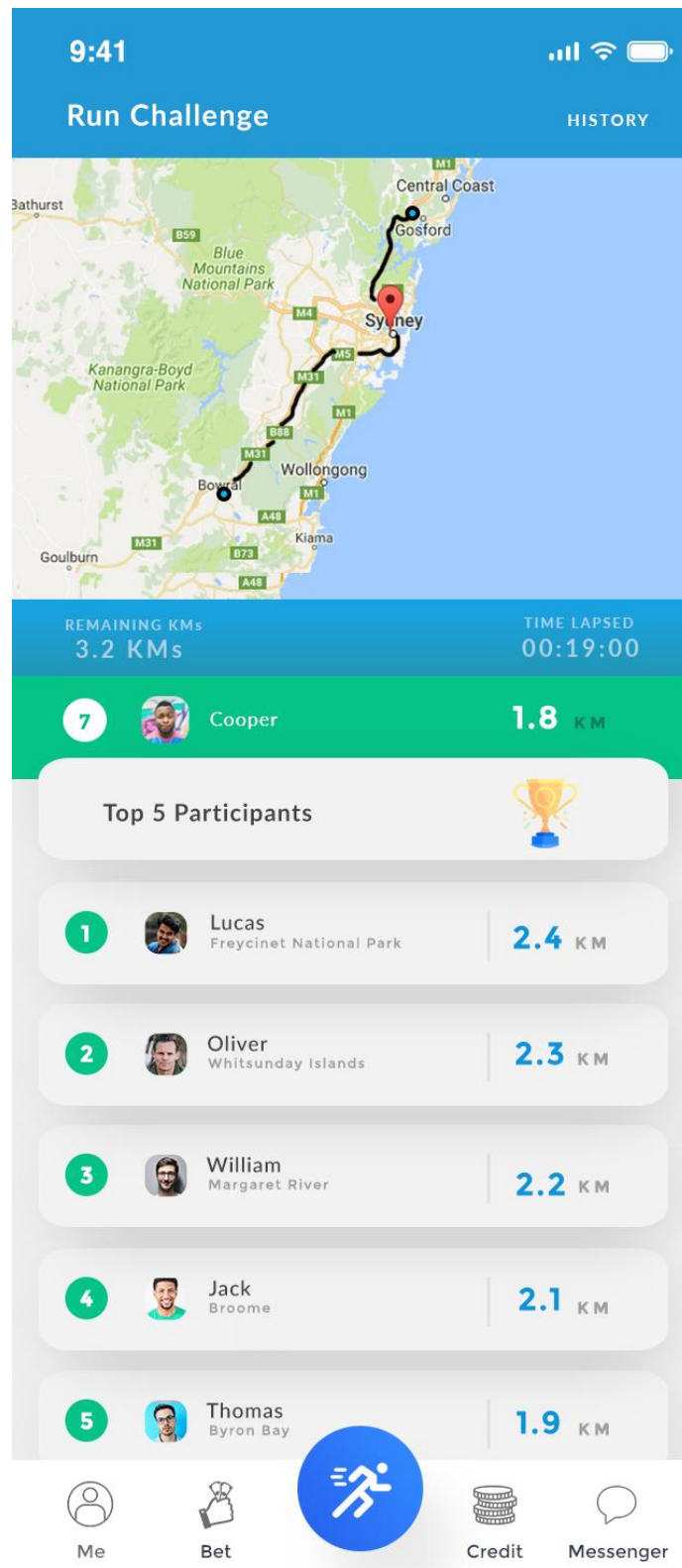
## **2.5 Join Challenge**

This section would have two tabs. One will list all the Challenges that a particular user is invited to whereas the second one will show all the upcoming challenges created in the App by other users. Pressing the “Join” button will make this user become part of the challenge and credits required for challenge would be reduced from their account.

## **2.6 Starting Challenge & GPS tracking**

Five minutes before the Challenge start time, a push notification would be sent to all users who have joined the Challenge. At the set date and time, the Challenge starts automatically and with the help of GPS tracking, live data is

recorded and the current position is shown in the map. Below the map in this screen will show Time Lapsed, Remaining KMs, current position (if it is a group challenge or a greater number of users are part of the challenge) and the top 5 participants. All this information would be updated every 30 seconds.



## **2.7 Challenge ending**

The Challenge ends once the users reach the ending point or the set number of KMs. The user who covered the distance in the shortest period of time will be the winner and will be awarded all the Credit points of the Challenge. He/she will also be provided an option to record a 10 second video to be sent across to all the other participants.

## **2.8 Credit Purchase & Selling**

For credit purchase, In-app services of Apple & Google can only be used as credit transactions are treated as digital goods and will not be supported by other payment gateways. Initially after registration and login to the App, user would have to buy a certain number of credits to start using App features, which they can use for challenges. For a user to buy credits, equivalent amount of dollars has to be paid. That is, for 1 Credit, it is 1 Dollar. So, if a user is planning to purchase say 20 Credits, he/she would be charged \$20 + In-app service charge + administration charge.

Similarly, if a user wants to cash the credits they have, using Stripe's payment gateway, the equivalent money would be credited to their account after deducting payment gateway charges.

## **2.9 Messenger**

This would be a text messaging system using which the users within a Challenge can communicate between themselves even before the Challenge starts as well as after the Challenge ends.

## **2.10 Settings**

This section will have "Edit Profile", "Bank Details" and "Logout". The Edit Profile section will allow users to edit their profile information including profile picture. In the Bank Details section, users need to enter their bank credentials to which credits can be cashed to, and the Logout will enable the user to logout from the application.



### **2.11 Administrator side (Web application)**

There would be an Admin side which would be a web application from where the Administrative user can manage all the Users within the Mobile Application, the Challenges and the Credit purchases.

## **3 OUR PROCESS**

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### **3.1 Discovery**

We work with clients to understand their business and merge their initial concept with everything our team knows about it. We'll assess the possible challenges and identify the ways to overcome them.

### **3.2 Features & Architecture**

We establish what features go into the product and how they will work together. Here, we're drafting a skeletal framework for the app in the form of wireframes.

### **3.3 Design**

When it comes to first impressions, it's all about design. Hence, we put our passion for good design to work and based on approved wireframes we'll design all screens.

### **3.4 Development**

The development process is broken down into sprints based on feature sets which allows to regularly review and assess what we're building.

### **3.5 Quality Assurance**

Our Quality Assurance team will test the app after each development sprint and once all major functionality is implemented, we'll prepare a Beta Build, a copy which can be sent to the client for review.

### **3.6 Launch**

After passing the Beta Build through a final round of QA and refinements, we'll submit the app in the respective App stores by getting the user credentials from the client.

### **3.7 Maintenance**

We provide our clients with a 30 days bug fixing period, free of charge, and maintenance packages that cover everything from small updates all the way to whole new versions.

## **4 RIGHT AND OWNERSHIP**

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Copyright of applications, documents and deliverables generated during the development process will vest with Eficaz Technology Solutions Pvt. Ltd.

## **5 SECURITY, CONFIDENTIALITY & VALIDITY**

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In consideration of the disclosure of Proprietary Information by the Disclosing Party, we expect you to hold the Proprietary Information in strict confidence and to take all reasonable precautions to protect such Proprietary Information (including, without limitation, all precautions the Receiving Party employs with respect to its own confidential materials), (ii) not to disclose any such Proprietary Information or any information derived there from to any third person, (iii) not to make any use whatsoever at any time of such Proprietary Information except to evaluate internally its relationship with the Disclosing Party, and (iv) not to copy or reverse engineer any such Proprietary Information.

## **6 POINT OF CONTACT**

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For all queries related to this proposal and project related escalation, Director (Technical) of Eficaz Technology Solutions Pvt. Ltd. will be the point of contact.

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