redsoftware.

SOFTWARE DEVELOPMENT PROPOSAL

PREPARED FOR

Eric Exley

CoreTet

PREPARED BY

Thomas Kean

Red Software Development

Monday, 15th December 2025

Dear Eric ,

Re: Software Development Proposal

Thank you for inviting us to review your project. It was exciting to learn more about your vision for your start-up. As a team, we're energised by projects that we can really understand the core problem that you're looking to solve and I think CoreTet is an app that would clearly help solve a real problem for the music community and is a great example of where software can be used to make people's lives easier and better.

Red Software Development exists to help tech entrepreneurs and businesses such as yourself, giving them the tools and support to disrupt industries and create a positive impact on the world. When we partner with a business we have one simple goal; build a quality application that 100% meets expectations and is ready to scale with the business operations.

Red Software Development is an official FlutterFlow partner and recognised as FlutterFlow experts, however beyond this our entire team has deep expertise in Flutter/Dart, databasing, algorithm design and API management.

We've built over 140+ web and mobile apps and have an extensive team of Flutter, FlutterFlow Developers, Database Engineers, UI/UX Designers, Product Owners, Quality Assurance Engineers as well as a customer support team that is available to you whenever you need.

I have personally worked with software for over 10 years and prior to launching Red Software Development, I ran a VC-backed tech start-up that helped GenZ discover hospitality roles in a new way, initially through video and then later through a data-driven hiring approach. I say this as I fully understand the process of going from 0 to 1 with mobile application development and I have successfully partnered with many founders to support them in building their vision. Whenever we partner with a business, we care deeply about the success of both the App and Company. It's important to us that your App 100% matches the requirements outlined and ultimately all stakeholders in the project are satisfied and only have good things to say about us. We don't stop working until you are happy.

We also pride ourselves on our customer service. Launching an app can be a stressful and chaotic process but we are here to ensure that the technology side is not

something you need to worry about. We are always available for you during the build and with post build support.

Finally, we realise that you are very busy and wanted to thank you in advance for your time spent reviewing our proposal.

Yours Truly,

Thomas Kean

EXECUTIVE SUMMARY

1. Project Overview

CoreTet is a collaborative app for bands to asynchronously share, rate, comment on, and organize song ideas and set lists with easy version control and lightweight audio management.

Project Goal

The goal of this project is to design and develop a scalable cross-platform mobile application for Web, iOS and Android.

Problem Statement

Bands and songwriters waste creative momentum and rehearsal time because they rely on fragmented tools like Slack and Google Drive, with no simple, organized way to ensure everyone reviews, rates, and gives feedback on song ideas outside of practice.

Solution Statement

A dedicated, collaborative platform where bands and songwriters can easily share, organize, review, rate, and comment on song ideas - all in one place with version control- to streamline feedback, ensure everyone's engaged, and eliminate the chaos of fragmented tools.

2. Software

For this project, we will build the mobile app using FlutterFlow, Flutter and Dart. Flutter is a mobile app development language created by Google and delivers solid reliability, performance and quality across both iOS and Android.

We will use Firebase & Cloud Functions for the back-end and database management which is a proven best-in-class technology by one of the largest tech companies.

Red Software will be responsible for the front-end, back-end, API integration and deliver a fully completed mobile application. In order to develop a high quality application, we will use several Application Programming Interfaces (APIs), these include but are not limited to:

- APIs as required.

When we sign the contract, our product team will work with yours to map out the APIs required for this project and ensure that we have everything required in order to avoid any risk/delays to the project.

3. Functional Requirements

4.1 Authentication & User Management

- User Registration: Secure sign-in via email/password with optional phone-number authentication.
- Email Verification: Verification required before full account access.
- Password Management: Secure password reset and update flows.
- Session Management: Secure session handling across web and mobile.

4.2 Profiles & Onboarding

- Profile Management: Users can create and manage a personal profile including name and avatar.
- Onboarding Experience: Guided setup to introduce core app features and workflows.
- Band Setup: Users are guided to create a band or join via invite.
- Role Awareness: Onboarding adapts based on Admin or Member role.

4.3 Bands, Invites & Permissions

- Band Management: Users can create and manage bands and belong to multiple bands.
- Invitations: Admins can invite users via email, phone number, or invite link.
- Role Assignment: Support for Primary Admin, Admin, and Member roles.
- Permission Control: Role-based permissions enforced across all features.
- Billing Control: Primary Admin manages subscription and billing.

4.4 Band Switching

- Band Switcher: Users can switch between bands they belong to via a persistent band selector.

- Context Management: Selected band context is maintained across navigation and sessions.
- Access Control: Users only see bands they are members of, respecting role permissions.
- Cross-Platform Support: Band switching supported on both web and mobile.

4.5 Track, Version & Audio Management

- Track Management: Upload, organise, and manage audio tracks within a band.
- Versioning: Support for multiple versions per track with full version history.
- Hero Version: Each track has a single Hero version representing the canonical reference.
- Audio Playback: In-app streaming playback with play, pause, scrub, and volume controls.
- Playback Tracking: Playback position tracked to support listened indicators.
- Audio Normalisation: Consistent loudness applied across tracks.

4.6 Listening, Feedback & Ratings

- Listened Indicator: Tracks automatically marked as listened when playback exceeds 80%.
- Comments: Users can leave text comments on tracks and versions.
- Voice Memos: Audio comments supported for Standard tier users.
- Pinned Comments: Admins can pin important feedback.
- Mentions: @mentions supported with user notifications.
- Ratings: Users can rate track versions using Like and Love reactions.

4.7 Keywords & Organisation

- Keyword Management: Admins can create band-specific keywords.
- Tagging: Keywords can be applied to track versions.

- Filtering: Tracks can be filtered and searched using keywords.

4.8 Set Lists

- Set List Creation: Admins can create named, ordered set lists.
- Version Selection: Each set list entry references a specific track version.
- Reordering: Drag-and-drop reordering supported.
- Notes: Optional notes supported per set list entry.

4.9 Set List Sharing & Export

- Guest Access: Read-only guest links can be generated for set lists.
- PDF Export: Set lists can be exported as formatted PDFs.
- Duplication: Set lists can be duplicated to create variations.

4.10 Public Clip Listening Links

- Unique URLs: Generate unique, shareable URLs for individual track versions.
- Web Playback: Allow listening to shared clips directly in the web app without login.
- Access Control: Links provide listen-only access with no commenting or editing.
- Link Management: Ability to enable, disable, or regenerate links as required.

4.11 Member Upload Approval

- Submission Flow: Members can submit tracks for approval.
- Approval Queue: Admins can approve or reject submissions.
- Attribution: Approved tracks retain original uploader attribution.
- Tier Restriction: Feature available to Standard tier only.

4.12 Notifications & Email

- Notifications: In-app and email notifications for mentions and approvals.
- Digest Emails: Weekly activity summaries sent to users.
- User Preferences: Users can configure notification frequency and timing.

4.13 Subscription, Billing & Limits

- Subscription Plans: Support for Basic and Standard tiers.
- Free Trial: 30-day trial with no payment method required.
- Billing Cycles: Monthly and annual billing supported.
- Usage Limits: Admin, feature, and storage limits enforced by tier.
- Upgrade Prompts: Contextual upgrade prompts displayed when limits are reached.

4.14 Storage & Infrastructure

- Cloud Storage: Audio files and media stored in cloud infrastructure.
- Storage Tracking: Band-level storage usage tracked in real time.
- Limit Enforcement: Uploads blocked when storage limits are exceeded.

4.15 Email System

- Transactional Emails: Verification, password reset, invitations, approvals.
- Engagement Emails: Trial reminders, upgrade prompts, weekly digests.

4. Our Process

We are positioned to support start-ups, founders and businesses go from 0 to 1 with full web & mobile application development services. Our development cycle is:

- Our UI/UX team works with you to ensure the app designed matches your vision.
- After designs are finalised, one of our product owners will map out API requirements and create product requirement document (PRD) for the project.
- The product owner assigned breaks the project down into 2 week sprints and writes tickets including user stories, acceptance criteria and definition of done requirements.
- The tech lead assigned to your project reviews the project and identifies potential risks and estimates the project alongside assigned developers.
- Our development team works in 2 weeks sprints with each sprint having a focused goal and quality assurance.
- Our QA engineers test the project as we release during the sprint phases alongside a full QA at the end of the build.
- We communicate with your team according to your preferred methods which can include daily calls, weekly calls, slack communication and loom.com updates.

5. Milestones

Milestone	Description	Week
1.	**UI/UX** - Design screens and prototype.	1-2
2.	**Application Build:** - 50% of all functionality build	2-5
3.	**Application Build:** - 100% of all functionality built	5-8
4.	**Full QA & Release:** - Unit testing. - Functional testing. - Performance testing. - Integration testing. - Regression testing. - System testing.	8-9

Additional Services:

1. **Deployment to Apple Connect and Google Play Stores:**
   As well as the services mentioned above Red Software will manage deployment of the mobile application to both Apple and Google Stores during the development & release cycle.

   You will provide Red Software with access to the developer accounts and will be responsible for graphics, privacy policy and copywriting.

2. **Managing App Store Guidelines:**
   Red Software will ensure that the developed applications passes the app store requests without issue and meets the guidelines from a technical perspective.

6. Pricing and Payment Terms

Payment	When	Amount (USD)
Payment 1: 40%	Upon contract signing.	$2,720
Payment 2: 20%	Upon finalising milestone 1.	$1,360
Payment 3: 30%	Upon 50 % completing milestone 2.	$2,040
Payment 4: 10%	Upon completing milestone 4.	$680
Total		**$6,800**

7. Warranty

Red Software Development agrees to fix any defects or bugs discovered in the software during the 30 day period after the delivery or acceptance of the software.

Following on from the successful completion of the App in order to support with rapid bug fixes, feature development and any A/B testing we typically move onto a retainer based package. Our retainer based packages allow for a minimum amount of monthly Dev time to be available for your App. You can allocate these hours however you see fit but this also means that we are available for 24/7 bug support.

Our retainer based packages for support start from USD 500 / year.

8. Support

At Red Software Development, we pride ourselves on our customer service. We deeply align to the success of your business and goals, which is ultimately a quality mobile application that you can deliver to your client that works 100% as expected and ready to scale. We work hard to ensure you are always happy.

You will have a dedicated account manager with your project who will be available to you whenever you need.

Please feel free to contact thomas.kean@redsoftwaredevelopment.com at any time.