

Project Number: 15

Project Title: Social Mobile Application with in-app coins

Project Clients: reKro / Reuben Roy

Project specializations: Mobile Application Development;

Number of groups: 3 groups

Main contact: reKro / Reuben Roy

Background:

reKro is an early-stage startup with a team of 12.

Its currently part of an incubator program and has launched it v1 MVP, gearing up for its pre seed fund raise.

The team comprises of an operations team, a tech team (CTO, 3 devs, 2 UI/UX designers) and a Brand and Comms team.

Goals

To work with students on a product designed for students on campus.

To offer real life data and product development knowledge

To build on previous iterations

Requirements and Scope:

Students are to build a mobile application referencing and improving upon the current design

Required Knowledge and skills:

- Group/ personal chat application for Uni students
- Students can create and join chat groups
- Students can also attend Events in the app
- Students earn coins the more engaged they are within the application
- When you use partner brands/ allied services (on the app) , you can redeem these coins to get discounts on products and services

Use React Native for the Mobile application. Test it on different iOS, and Android devices.

Use Supabase or similar technology for database. Stripe API to handle payments.

Expected outcomes/deliverables:

Source code,

Documentation,

Working application prototype