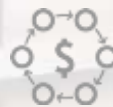




ECHT TECH

Design | Development | Marketing



PROPOSAL FOR TELLYON MOBILE APP

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About Echt Tech

ECHT TECH is an ISO 9001:2015 certified and registered with startup India company set up and operated by professionals from diverse fields, ECHT TECH is growing IT Consulting Firm based in India that has transformed into an outsourcing hub for all kind of IT solutions and services.

ECHT TECH is the melting pot of talents with brilliantly inventive and intelligent creative abilities. expertise in mobile application (iOS, Android and Windows) development, digital marketing solutions. Echt Tech hold the expertise in developing Custom Software that caters to your company's specific needs and improves performance and offers a customer-focused approach for application development, focusing on the results and value it delivers. After launching the custom software, our process makes sure we reexamine your application to further improve on it.

We welcome the opportunity to build

Background of Project

Netprophets Cyberworks Pvt Ltd wants to implement a mobile apps (iOS and Android) containing DTH services details like User Registration, Package details, Transaction details and history Ticket raise against the complaint on any other issue related to the services, Technician Details. Users will be able to get the all his services related details. The apps will be free and will have all User related service details in a single platform. The apps will be free and will have all User related service details in a single platform.

OUR PROCESS



Discovery

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



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.



Design

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



Development

The development process is broken down into sprints based on feature sets. Our agile-based development process will allow you to regularly review and assess what we're building.



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.



Launch

After passing the Beta Build through a final round of QA and refinements, we'll have in our hands a Release Candidate Build. We can either submit the app to the App Stores or provide you with everything you need to do it yourself.



Maintenance

We provide our clients with a 1 months bug fixing period, free of charge, and maintenance packages that cover everything from small updates all the way to whole new versions.

Approach to meet requirements

The mobile apps will be installed for free and will contain 2-3 free fitness techniques. In order to have all fitness techniques, the app will let the user make In App Purchases for unlocking the entire functionality. After a successful payment, the user will have access to download all the files of the app.

In order to make the app we will have the following components:

- **Mobile apps** (Subscriber , Technician)

The backend will need to have information about all details which may be used for the APK through API and client will provide the same wherever is require

The admin area will let you see a list with all the payments that have been done with the app. This list will be protected with a login screen.

The mobile apps will be in English and will have the following screens:

1. Splash Screen of app. This description will be received from client.
2. Login Screen for login or Register if the user use it first time
3. Dashboard Screen for **Subscriber or Technician** to display the section of each as per there given features in API or backend.
4. Offer Page where all offers which can be used by user at time of recharge, add new channel or new pack etc.
5. Package Screen where the current package will show and rest all package will get on scroll or click.
6. Payment. The payment will be done using In App Payments features from payment gateway used by client of payment receive from user.
7. Transaction history screen where use can check the last 5 transaction
8. Account Details Screen where user can see all the details of their subscription id, Package details, contact details etc..
9. Ticket Dashboard where user can the ticket details all tickets

Technical solution

We are using RUP (Rational Unified Process), so the development of parts from the components can be done in parallel. The diagram from the costs and timeline will explain how the components are done in parallel.

Technologies proposed for the development:

1. Backend and Database

Client will provide through API.

2. Admin Area and Website (web client)

Client will provide through API.

3. Mobile app

The Android mobile client application will run on all phones with Android 4.0 or newer. The iOS mobile client application will run on all devices with iOS 8.0 or newer.

It will be developed using the Flutter development tools. The app will run in portrait mode and will have a common layout and look-and-feel across all form factors (phones and tablets). Flutter is Google's UI toolkit for building beautiful, natively compiled applications for mobile, web, and desktop from a single codebase

During the development phase we propose at least the followings:

Each week we are delivering demo files (mobile demo builds) each week we must have a general sync meeting to discuss:

- Last week's progress based on the demo provided
- Next week plans
- Other items regarding that period

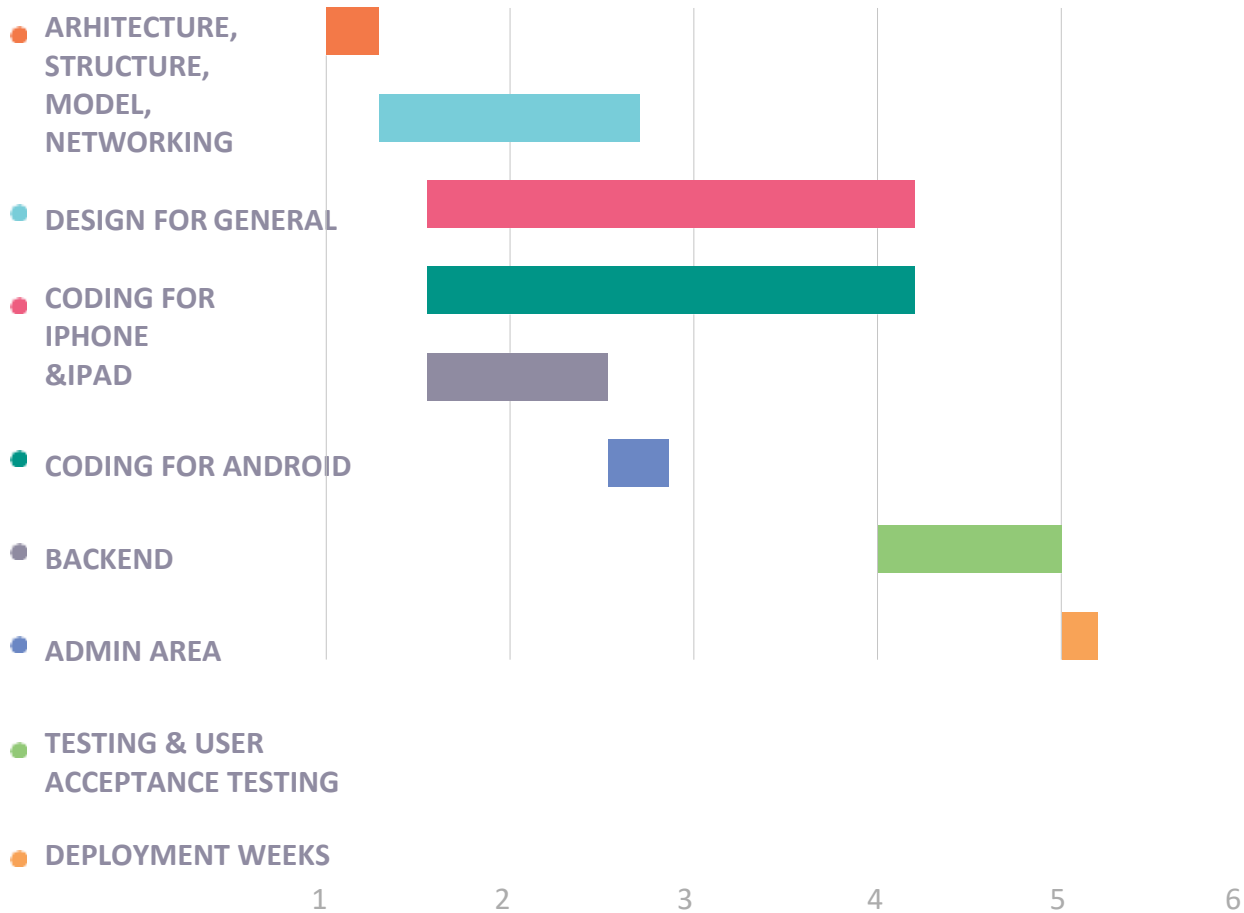
Timeline and Costs

Before starting the actual designing and coding, we will need to build a full functional specifications documents. This document will contain everything the system will be able to do with higher level of details, because it will be the way to check and compare everything needed to be done. The designer, software architect, software developer, QA team, product owner, and project manager will know exactly what to build and what to expect from the system. After this scoping week, the designer and the software architect can start working. After having the architecture, the developers will also be able to start developing.

During the development we will have two important milestones: alpha milestone and beta milestone. For the alpha milestone, around 40-60% of the features should be working and for the beta milestone 100% of the features should be working, but with chances of bugs.

After the beta milestone, the apps will be sent for QA testing and fixing found bugs. After fixing this bugs, the apps will be ready for your user acceptance testing. After the user acceptance testing is ready (which means you've tested and found that everything is ok), it starts a warranty period of 2 months. The total estimated time of development is between 5 and 7 weeks. Below you can find a timeline chart for the whole project, with each major component apart.

Timeline



Costs

COMPONENT

DEVELOPMENT PERIOD

Design	1.5 - 2 weeks
iPhone & iPad	2.5 - 3 weeks
Android (smartphone and tablets)	2.5 - 3 weeks
Project management	25 hours
Testing	2 week
TOTAL	5 - 7 weeks
TOTAL: 4.50,000	

Notes & Term and Conditions:

- **Taxes & Duties:** GST shall be charged extra as applicable at the time of invoicing (Present rate of GST is 18%)
- **Payment Terms** 50% of the cost is due upon signing this agreement. The remaining balance must be paid within 10 days of the delivery of the app.
- **Offer Validity:** 30th May 2021