**Connect Ride.**

1. **Project Background and Description.**

There are a variety of engagements, events and activities in an individual’s life that require them to have their private means of transport. Functions such as weddings, family trips, campaigns etc.

However, the need to have such means is seasonal, since it is short-lived but occurs periodically. Therefore, purchasing a vehicle is not prudent and interested parties opt to hire, satisfy their convenience needs at a meaningful cost, and achieve their end goals.

An application that allows persons to, place their vehicles for hire and others request to hire them, at the convenience of their mobile phones is suitable for a seamless business model.

1. **Project Scope.**

Connect ride is a proposed android application that provides a platform for one’s vehicle hiring needs. Therefore, the platform shall be limited to: -

1. Smartphone users.
2. Users with a connection to the internet.
3. **High-Level Requirements.**

The application shall entail key functional modules to:

* Place vehicles for hire
* Place a request to hire a vehicle.
* Create an account to hire or place your vehicle for hire.
* Create a database that stores and allows for retrieval of transactional data.

1. **Deliverables.**

* Project Documentation.
* User-Interface wireframes.
* Functional user application.
* Front and Back-end software

1. **Involved Parties.**

* Persons looking to hire vehicles
* Vehicle lenders.

1. **Business Processes.**

* Start with creating an account.
* Adding a vehicle that can be let for hire.
* Placing a request to hire a vehicle.
* Implement the database Module that shall involve posting data and making queries to it.
* Implement a user feedback function, to keep the user notified on the status of processes and their results.
* Other logic such as sorting and filtering based on categories.

1. **Out of Scope.**

Many functions shall be included in the application for the mentioned users. However, the

integration of the payment module, ideal for this project, shall not be integrated. This includes all means of mobile money transfer, both mobile money and bank transfer.

1. **Implementation Plan.**

* Development of U/I wireframes.
* Coding/transfer of wireframes into actual application objects, and delivering a working front-end module.
* Development of the project business logic.

The project shall be implemented using the Kotlin programming Language.

1. **Schedule.**

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| --- | --- | --- |
| **Date** | **Description** | **Comment** |
| 21/09/2022 - 05/10/2022 | UI Wireframe Development. |  |
| 06/10/2022 - 19/10/2022 | Front-end/UI implementation. |  |
| 20/10/2022 - 02/11/2022 | Lender-facing functions implementation. |  |
| 03/11/2022 - 16/11/2022 | Customer-facing functions implementation. |  |
| 17/11/2022 - 30/11/2022 | Database integration. |  |
| 31/11/2022 - 14/12/2022 | Documentation/Conclusion. |  |