

Milestone 1 (4 Week): Project Setup, Finance Module Design, and Implementation

- Set up the project environment and integrate with APIs
- Work on Login and Registration.
- Create basic UI structure for the Finance module
- Define data models and services for handling financial data
- Implement basic functionalities such as adding and deleting financial records
- Integrate the Finance module with the API endpoints
- Budget \$500

Milestone 2 (3 Week): Job Management Module Design and Implementation

- Create basic UI structure for the Job Management module
- Define data models and services for handling job data
- Implement basic functionalities such as adding and deleting job records
- Integrate the Job Management module with the API endpoints
- Budget \$500

Milestone 3 (2 Week): User Interface and Experience Improvements, Testing, and Deployment

- Improve the user interface and experience of both modules based on feedback and testing
- Add animations and transitions to improve the visual appeal
- Perform cross-platform testing on both Android and iOS devices
- Write additional unit tests for improved functionalities
- Fix any bugs or issues identified during testing and quality assurance
- Prepare the app for release to the app stores(Google and Apple)
- Budget \$500

General

Design and functionalities will be same as in your previous Ionic App. We also make sure notifications work smoothly and App never stuck on white screen as it is doing in Ionic App. We will also make sure two new functionalities you requested, will be in new App. Below is the statement from our previous agreement.

"We have informed you that two new functionalities are requested: 1- Being able to take pictures of their expenses and save it 2- Being able to add negotiate rate option".

Budget

Budget for Mobile App is \$1500. We also including \$500 budget of API's inside milestones.

API

API's for App are already created and we proposed a budget of \$500 for it. API's connect app with website (back-end). We implemented API's in Laravel (PHP). API's has it's own implementation so that mobile app work and be sync with website. Website can work without API's but mobile app cannot. We are not doing something new, your previous app also using API's.

Other Payments

Website budget: \$2000 (\$1333 received) \$1000 through wise. \$333 through fiverr. We are informing that you need to release all this payment before we start working on mobile APP.

New Mobile App in Flutter: \$1500

Total: \$3500

Why Flutter

Flutter is an open-source mobile application development framework created by Google. It allows developers to build high-quality, natively compiled applications for mobile (Android and iOS) from a single codebase. Flutter uses a reactive programming model, which makes it easy to build intuitive and dynamic user interfaces.

Now, coming to the question of why to use Flutter over Ionic, there are several reasons why Flutter is a better choice for mobile app development. First and foremost, Flutter provides a more robust and efficient performance compared to Ionic. This is because Flutter uses its own rendering engine, which allows for faster app development and smoother performance.

Additionally, Flutter provides a more streamlined and customizable UI/UX development process, which can be difficult to achieve with Ionic. Flutter offers a wide range of customizable widgets and allows for the creation of custom widgets, which can be used to build unique and engaging user interfaces.

Another key advantage of Flutter is its hot reload feature, which allows developers to make changes to the code and instantly see the effects in the app. This can save a lot of time and effort during the development process, as developers can quickly iterate and test their code.

Lastly, Flutter is a more future-proof option for mobile app development. It is constantly evolving and improving, with new features and capabilities being added with each update. This ensures that developers can keep up with the latest trends and technologies in the app development world.

Overall, while Ionic is a good option for developing hybrid mobile applications, Flutter is a more robust and efficient choice for mobile app development, with its own rendering engine, streamlined UI/UX development process, hot reload feature, and future-proof capabilities.

Problems in Previous Ionic Project

Unfortunately, we are currently experiencing issues with the development of the app module. The app code is outdated, and many of the packages/libraries are no longer supported. Consequently, we are unable to create an app build for iOS, and the Android app has several issues as well. We have made our best effort to address these issues but have been unable to do so.

- Previous App is slow and take long time to load.
- It stuck sometimes on white screen.
- Notifications not working.
- Ionic version used in your previous App is 3.20.1. Latest version is 6.20.8-7.0.0. There are up to four major releases in between due to which full code structure is changed so it is impossible to upgrade to latest version.
- There is a major problem in previous code which is, App is making unnecessary calls to back-end which decreases performance. For each API request it create an extra API request, makes the performance down to 50%.
- There is a major security problem with App. Users data is not secure. Previous App is not using any good API authentication technique, that's why all users data is public and anyone can send a simple request and get data of any user.
- To build on iOS i follow same procedure and downgrade node version. Try to use old code, new code but nothing worked. It is generating some 'cocoapod' error. It is also dependencies issue. I tried but iOS is totally different not allowing to downgrade certain dependencies because of OS version.

Android Build Work Flow



```
1 To build for Android i have to work on dependencies.
2 Current Version          Project Using Version
3 Node 18                  Node 12.13.0
4 JDK 18                   JDK 1.8
5 After downgrading upper dependencies i build App but gives FCMPugin Error and app is not working.
6 I found out fcm plugin is no more working.
7 To build i update following dependencies
8 Current New Build        Project Old Version
9 "@ionic-native/fcm": "^4.6.0"  Remove
10 "cordova-android": "^6.4.0"   "cordova-android": "9.0.0"
11 "cordova-plugin-fcm": "^2.1.2" "cordova-plugin-fcm-with-dependecy-updated": "^7.0.10"
12 New                      "cordova-plugin-androidx": "^3.0.0"
13 New                      "cordova-plugin-androidx-adapter": "1.1.3"
14 After that i also change code in 2-3 files and then i build and it is working but have still some issues.
15
```