

Technical Document – Annexure I of Asset Management Application

Contents

Annexure I	3
1. Project Overview	3
2. Technologies	4
3. Features and Scope of Work.....	5
3.1. User Flow of End User Application (Buyers)	5
3.2. User Flow of End User Application (Sellers).....	10
3.3. Administrator Web Panel.....	14
4. Draft Delivery Timeline and Gantt chart.....	16
5. Project Management.....	17
6. Proposed Team of Project.....	18

Annexure I

1. Project Overview

✓ Business Need

The business need for the Asset Management Application is to provide a comprehensive solution for efficiently managing assets, and leasing, scheduling inspections, and incorporating various features such as document storage, API integration, and ad network inclusion.

✓ How the platform would help in achieving the business need

The platform facilitates streamlined management of assets by offering robust features such as leasing, and booking for trial. It enhances transactional efficiency, user experience, and marketing efforts, meeting the comprehensive needs of asset-related processes in the sales and marketing domain.

✓ Stakeholders

Actor	Task
End User (Buyers)	Users will be able to book the asset for trial and leasing.
End User (Seller)	User will be able to lease out their asset and can also list their asset for trial.
Admin	Admin will manage the app from backend.

✓ Project Scope and Development Deliverables

This project scope comprises of the following components to deliver:

- Design and Development of Mobile Application for End User (iOS & Android)
- Development and Integration of API
- Development of Admin Web Panel

2. Technologies

Development Phases		Tools & Technology
Requirement Gathering and Analysis	Proposal Drafting, SRS Writing and User Flow Diagram	Microsoft Office Word 2019 / Microsoft Office Presentation 2019 / Microsoft Office Vision 2019
	Wire Framing	Axure / UiZard
Development	Application	Flutter / React Native
	Web Panel	HTML & CSS/ Angular
	Backend	Node.js / PHP (Laravel)
	Database	MongoDB / MySql
Version/s Supported	Android	9.0 and above
	iOS	13.0 and above
	Browser	Google Chrome, Safari, Mozilla Firefox
Quality Assurance & Testing	Test Cases	MS Office Excel 2019
	Testing	Manual

3. Features and Scope of Work

3.1. User Flow of End User Application (Buyers)

➤ Splash Screen

- The launch screen of the Application where end users will be able to view the company's logo.

➤ Authentication

- User will be able to select that he wants to login as Buyers or Sellers
- **Sign In**
 - The Users will be able to login into the application using the below details:
 - E-mail ID or Mobile Number
 - Password or OTP
- **Forgot Password**
 - Clicking on this user would be redirected to the Forgot Password screen where user need to enter the below details:-
 - Email ID or Mobile Number (To receive the OTP for verification).
 - OTP
 - After the OTP is verified user would be asked to mention below details in order to change the password:-
 - New Password
 - Confirm New Password
- **Sign Up / Register (As Customer)**
 - Customers will be able to register using below details: -
 - First Name & Last Name
 - E-Mail ID/Mobile Number
 - Password
 - Confirm Password
 - Checkbox for Terms and Conditions

Note: Users (Buyers) will be able to login to the app using Facebook and Google Id.

- **OTP Verification**

- Sign-up process has to be verified through mobile number/email ID

➤ **Home Screen**

- On the home screen buyers will be able to see the list of assets.
- Buyers will be able to scroll down the application to see all the listed assets by clicking on “View All” and user will be redirected to Asset Exploration screen.
- Buyers will be able to see a banner on the home screen representing the information about company.
- Buyers will be able to see notification icon on top left corner.
- Buyers will be provided a tab in bottom menu for the list of transactions.
- Buyers will be able to track the assets in which they have shown interest by checking the Favourite Assets.
- **Hamburger Menu**
 - Home
 - About Us
 - Privacy Policy
 - Inquiry Form
 - My Favourites
 - Terms and Conditions
- **My Profile**
 - Edit Profile
 - Change Password
 - Logout
 - Delete Account
- **Bottom Menu Bar**
 - Home
 - Asset Exploration
 - My Profile
- **In App Chat**

➤ **My Profile:**

- **Profile:** - Buyers will be able to click on profile and redirect to profile page.
- Buyers will be able to view or edit their details
 - Name
 - Email
 - Phone Number
 - Change Password
- **Log out:** - Buyers will be able to log out from their account.
- **Delete Account:** - Buyers will be able to delete their account.

➤ **Inquiry Form**

- Buyers will be able to fill the inquiry form by typing the details.
- Buyers will be able to provide more brief information related to their inquiry by typing in their comments.

➤ **My Favourites**

- Buyers will be able to add the asset in their favourite list.
- Buyers will be able to remove the asset from their favourite list.
- From My Favourites section buyers can also submit an inquiry form.

➤ **Asset Listing**

- Buyers will be able to see the list of all the assets available within the app.
- Buyers will be able to see brief information related to asset.
- Buyers will be able to click on any particular asset and read detailed information about it.
- Information will be available to the buyers in the form listed below:
 - Discipline :
 - Available :
 - Lease Rate (\$) :
 - Option to buy :
 - Rider Skill :
 - Shows up to :
 - USEF # :

- User will be able to see the option to schedule the trial.
- User will be able to see an option to send message to the seller.
- User will be able to check the available for leasing the asset.

➤ **Check Lease Availability**

- User will be able to click on check lease availability for the asset.
- Upon clicking on this button user have to provide:
 - Start Date
 - End Date
- Once dates has been finalised system will check the availability and if asset is available it will gives a message to the user “AVAILABLE! - Now, let’s schedule a trial”.

➤ **Schedule Trial**

- User needs to provide Start Date and Time for booking the trial.
- User will be able to type in some additional details for schedule a trial.
- User needs to provide name of the concerned person who is going to take the trial. (Optional)

➤ **In App Chat**

- Buyer will be able to communicate with the seller for scheduling the trial or to do any sort of communication.

➤ **About Us**

- The About Us page gives detail about us, why it was created, who it’s for, and what makes the app unique in the industry.

➤ **Privacy, Terms and Conditions**

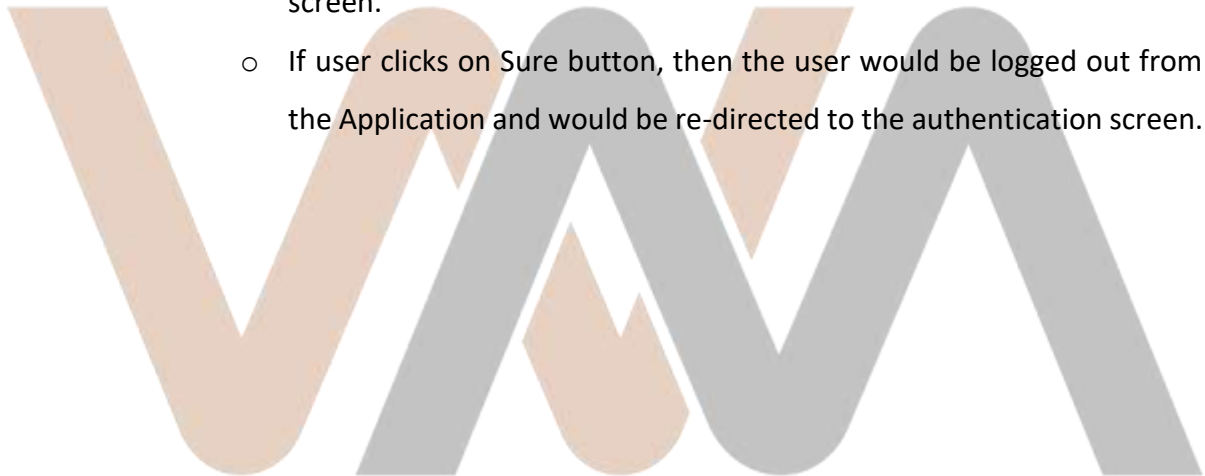
- Terms and conditions, encompassing service agreements and contracts.
- The terms include a privacy policy, securing data protection and defining conduct standards.

➤ **Log Out**

- Clicking on this a pop-up would be displayed as “Are you sure you want to Log Out from the Application?” with *Cancel* and *Sure* button.
 - If user clicks on Cancel button, then the User would remain on the same screen.
 - If user clicks on Sure button, then the user would be logged out from the Application and would be re-directed to the authentication screen.

➤ **Delete Account**

- Clicking on this a pop-up would be displayed as “Are you sure you want to Delete your Account?” with *Cancel* and *Sure* button.
 - If user clicks on Cancel button, then the user would remain on the same screen.
 - If user clicks on Sure button, then the user would be logged out from the Application and would be re-directed to the authentication screen.



3.2. User Flow of End User Application (Sellers)

➤ Splash Screen

- The launch screen of the Application where end users will be able to view the company's logo.

➤ Authentication

- User will be able to select that he wants to login as Buyers or Sellers
- **Sign In**
 - The Users will be able to login into the application using the below details:
 - E-mail ID or Mobile Number
 - Password or OTP
- **Forgot Password**
 - Clicking on this user would be redirected to the Forgot Password screen where user need to enter the below details:-
 - Email ID or Mobile Number (To receive the OTP for verification).
 - OTP
 - After the OTP is verified user would be asked to mention below details in order to change the password:-
 - New Password
 - Confirm New Password
- **Sign Up / Register (As Customer)**
 - Customers will be able to register using below details: -
 - First Name & Last Name
 - E-Mail ID/Mobile Number
 - Password
 - Confirm Password
 - Checkbox for Terms and Conditions

Note: Users (Sellers) will be able to login to the app using Facebook and Google Id.

- **OTP Verification**

- Sign-up process has to be verified through mobile number/email ID

➤ **Home Screen**

- Sellers will be able to view an option to add asset.
- Seller will be able to check the listing of all the trial which has been booked for the asset.
- Hamburger Menu
 - Home
 - About Us
 - Privacy Policy
 - Inquiry Form
 - Terms and Conditions
- My Profile
 - Edit Profile
 - Change Password
 - Logout
 - Delete Account
- Bottom Menu Bar
 - Home
 - My Asset Listing
 - Add New Asset
 - My Profile
- In App Chat

➤ **My Profile:**

- **Profile:** - Sellers will be able to click on profile and redirect to profile page.
- Sellers will be able to view or edit their details
 - Name
 - Email
 - Phone Number
 - Change Password

- **Log out:** - Sellers will be able to log out from their account.
- **Delete Account:** - Sellers will be able to delete their account.

➤ **Inquiry Form**

- Sellers will be able to check the inquiry forms filled by buyers.
- Sellers will be able to revert the users over the mail related to the inquiry.

➤ **Add New Asset**

- Sellers will be able to add new asset.
- Seller needs to provide basic and detailed information related to adding the asset.
- Seller will be able to see a dedicated section for adding a new asset along with a tag line “Tell us a bit about the Horse”
- Seller need to fill details mentioned below:
 - Show Name
 - Breed
 - Breed
 - Size
 - Gender
 - Foal Year
 - Horse USEF#
- Seller need to click on next one details are filled.
- Seller needs to select the discipline: Hunter/Equation/Jumper
- Seller needs to add details about Availability and Pricing
- Seller will be able to upload the photos, documents and video for their asset.
- Seller needs to provide the address of asset (Address, city, zip code and Unit)

➤ **In App Chat**

- Seller will be able to chat with buyer

➤ **About Us**

- The About Us page gives detail about us, why it was created, who it's for, and what makes the app unique in the industry.

➤ **Privacy, Terms and Conditions**

- Terms and conditions, encompassing service agreements and contracts.
- The terms include a privacy policy, securing data protection and defining conduct standards.

➤ **Log Out**

- Clicking on this a pop-up would be displayed as “Are you sure you want to Log Out from the Application?” with *Cancel* and *Sure* button.
 - If user clicks on Cancel button, then the User would remain on the same screen.
 - If user clicks on Sure button, then the user would be logged out from the Application and would be re-directed to the authentication screen.

➤ **Delete Account**

- Clicking on this a pop-up would be displayed as “Are you sure you want to Delete your Account?” with *Cancel* and *Sure* button.
 - If user clicks on Cancel button, then the user would remain on the same screen.
 - If user clicks on Sure button, then the user would be logged out from the Application and would be re-directed to the authentication screen.

3.3. Administrator Web Panel

The back end of the platform will be power packed with an administrative panel to manage the updates of data at the application level, website level and as well as back end.

Admin will be able to login using username & password

Following would be the key functionalities:

➤ Dashboard

- Overview of the total number of registered buyers and sellers.
- Quick statistics on active assets, and inquiries.

➤ User Management

- List of registered buyers and sellers.
- User details including name, contact information, and registration date.
- Ability to block/unblock users.
- Manage user access levels.

➤ Asset Management

- View and manage all listed assets.
- Details about each asset including name, type, and status (available, leased, sold).
- Edit or remove assets.

➤ Inquiries Management

- Access to all inquiries submitted by buyers.
- Ability to respond to inquiries directly from the admin panel.
- Archive or delete inquiries.

➤ Chat Management

- Access to in-app chat logs between buyers and sellers.
- Ability to monitor and moderate conversations if necessary.

➤ **Content Management**

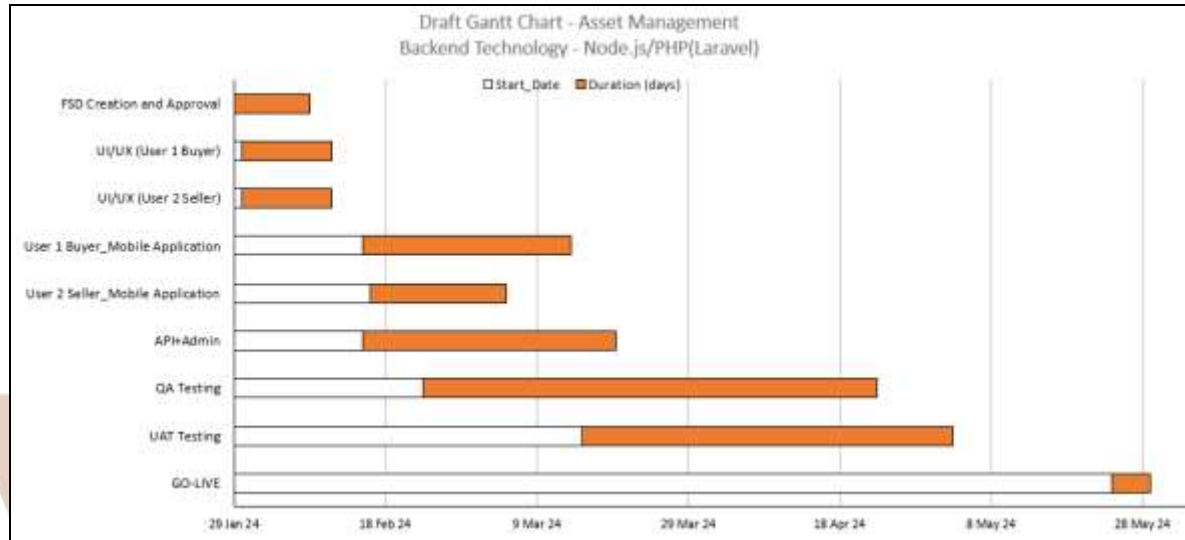
- Manage content displayed on the platform, including banners and notifications.
- Ability to add, edit, or remove informational pages (About Us, Privacy Policy, Terms and Conditions).

NOTE- Client must provide all the 3rd Party APIs required for the development of the application.



4. Draft Delivery Timeline and Gantt chart

Planned Project Start Date	Scheduled Project Completion Date
Project Duration*	103
29-Jan-24	30-May-24



*Project Duration would be met with a condition that the client responses are received on time.

5. Project Management

Before Project is awarded			
Business Analysis	Project Management / Software Development	Business Development / Sales	Accounting
1. Project Identify / Analysis	5. Project Evaluation by technical teams	12. Introduction call	19. Invoice submitted to David
2. Develop one-page proposal overview	6. Introduction call 1 on 1 interaction with David	13. Deliverables discussed with David	20. Payment received
3. Create project management overview	7. System appropriate services determined	14. Milestones discussed	21. Payment confirmation sent to David
4. David assigned to business manager GBM	8. Requirements / System application architecting	15. Project success discussed	22. Account forwarded to PM
<i>GBM: Global Business Manager</i>	9. Project needs analysis	16. Future growth alignment	
	10. Detailed proposal development	17. Detailed proposal provided	
	11. Cost and Time effort estimation	18. Payment instructions	

After Project is awarded			
Phase 1	Phase 2	Phase 3	Phase 4
1. Project manager assigned	6. Design, Development / technical teams assigned	12. Testing / Quality Assurance	16. Periodic project maintenance
2. Project initiation/ introduction call	7. Project start	13. Live server testing	17. Data backups
3. Online project profile created	8. David feedback on weekly	14. Final bugs issues fixed	18. Web site – System application upgrades
4. Weekly project meetings scheduled	9. Weekly project feedback session- 30 min	15. Campaign completed	19. On line marketing ** Optional
5. Reporting formats explained to David	10. Reports available on-line		
	11. Online Rebel catering access of PM system application		

6. Proposed Team of Project

The proposed team to achieve the deliverables in a time span of 21 Weeks comprising of 40 hrs./week is as follows

Designation	Availability
Project Manager	Part Time
Project Expert	Part Time
Designers	Full Time
Developers	Full Time
Quality Analyst	Full Time

