Technical Document – Annexure I
of
Trading Educational App

Contents

Annexure I

1. Project Overview

✓ Business Need

The business need of the client is to develop a trading educational application where users can learn about the trading strategies and practice for the same by the provided contend. Additionally, it will be an MVP of the project, so for now it will be a self-learning application for users.

✓ How the platform would help in achieving the business need

The application will provide comprehensive learning experience with demo videos covering the basics of trading. To assess understanding, tests are conducted at the end of each course that help the user's in-real world trading scenarios.

✓ Target Audience

This is intended primarily for users who wish to learn about trading.

✓ Stakeholders

Actor	Task
End users	Users will be able to register themselves by installing the application and learn and practice about trading which they can implement in their real world.
Admin	Admin will manage the all courses from the admin panel.

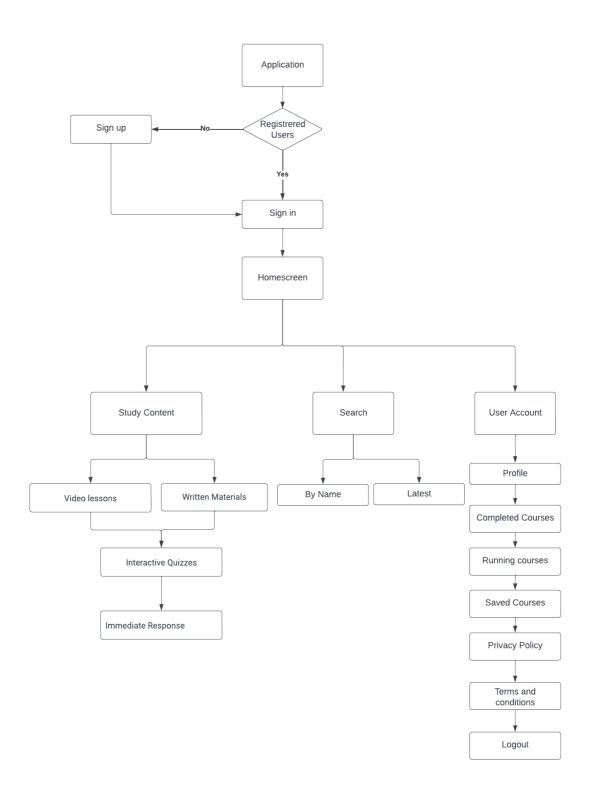## ✓ Project Scope and Development Deliverables

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 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. User Flow Diagram

4. Features and Scope of Work

4.1. User Flow of Mobile App

➤ **Splash Screen**

- This would be launch screen of the application displaying the Logo and Name.

➤ **Register/Login Screen**

- Users will register or login with their mobile number or Email address.
- Once they entered the mobile number/email id, they will receive an OTP on the same for verification.
- User needs to enter this OTP on the application for successful login.

➤ **Home Screen**

- Landing screen of the application displaying below sections or details:-
  - o Logo of the Business.
  - o Carousel Images.
  - o List of Courses and content.
  - o Search Bar to search for courses/content using keywords.
  - o Notification
- **Search**
  - o User will be able to search for the courses using keywords
  - o Users can view all the courses
  - o Courses will consist of description and start button.

- **Courses**
  - o User will be able to view the courses uploaded by Admin
  - o Upon selecting any course, user can view all the details of that course.
  - o User will be able to view educational content such as-
    - Video lessons
    - Written materials
    - Interactive quizzes/questionnaires
  - o These will be content sessions or chapter for each course.
  - o After each session there will be some questions related to the content.
  - o Users can re-read or replay the session to find out their mistakes.

o Users can retake the quizzes as well and view the result

o User can save the courses

➢ **Bottom Menu**

This menu is to enhance the user experience.

- **Home Screen Icon**

  o This would be the default screen of the mobile application that would be highlighted by courses added on the platform.

- **My Courses**

  This section will give the highlights about the users' preferred courses in the application such as-

  o Ongoing courses

    ▪ User will be able to view ongoing courses and can start from where ever left

    ▪ User can view the quizzes and view the results

  o Completed courses

    ▪ User will be able to view all the courses that are completed

  o Saved courses

    ▪ User can view the courses that saved by the user

- **My Account**

  o **Profile**

    Users would be able to add and update the below details:-

    ▪ Name

    ▪ Mobile Number

    ▪ E-mail ID

    ▪ Mobile Number (If changed then the same needs to be verified through OTP)

    ▪ Delete Account

  o Users will be able to access the application policies and company details by this section-

- Privacy policy
- Terms and conditions
- Contact us
- About us

o **Sign Out**

- The section allow the users to sign out from the application.

4.2. Administrative Panel

The back end of the application will be power packed with an administrative panel to manage the updates of data at the front as well as back end.

Following would be the key functionalities:

- **Login**
  - Admin will be able to Login into the admin web panel using their login credentials. The admin will use the following credentials such as:
    - Email id
    - Password
- **Dashboard**
  - Quick links for the given features would be given like:-
    - User Management
    - Courses Management
    - Content Management

- **User Management**
  - Admin will be able to manage the users from the backend.
  - Admin will be able to activate/deactivate the account of the users from the backend.
- **Courses Management**
  - Admin will be able to manage and create the courses of the and all the material under them
  - **Create New Course**
    - Admin can create new courses from this section. When they click on the Create new Course, a blank template will open and the admin can fill in the related details of the course such as-
      - Course Name/ title,
      - Course Description,
      - Related Pictures and Videos,
      - Quiz questions.

- **Save in Draft or Publish** (buttons)
    - When courses are made there will be two options to "Save in draft" or "Publish".
    - Save in draft option can be used by admin to keep the course into the draft section.
    - Publish option will make the course available to the application users.
- **Edit/Update Course**
    - Admin can update any course from this section and that will be save as the new version of that course. Old version also be there with the users list who completed that version of the course and new version will be available for them as a new course.

- **Content Management**
    - The section allow the admin to manage the content for the application such as-
        - Carousel images
        - Privacy policy
        - Terms and condition
        - About us
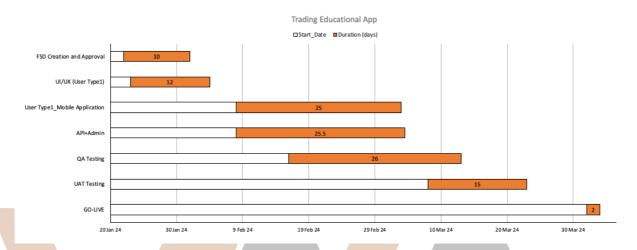   - Contact us

- **Change Password**
    - Admin will be able to change the password by this section.
- **Logout**
    - The section allow the admin to logout form the system.

5. Draft Delivery Timeline and Gantt Chart

Planned Project Start Date	Scheduled Project Completion Date
Project Duration*	52
19-Jan-2024	03-Apr-2024

Trading Educational App

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

6. Project Management

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

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

7. Proposed Team of Project

The proposed team to achieve the deliverables in a time span of 11 Business 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

IN WITNESS WHEREOF, both parties here have to agree the finalized scope for this project as of the date.

For: Alicia

Signature:

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For: WebMobril Inc.

Signature:

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