Technical Document – Annexure I
of
Playground Booking Application

Contents

Annexure I

1. Project Overview

✓ **Business Need**

Client have different playgrounds where users come to play matches, ground managers are there to collect fees. Client wants a solution where users can book for the matches, pay online or offline.

✓ **Solution Suggested**

We will develop an application where end users can see the playgrounds availability and can book them from the app by making online payment or offline. Sub Admin panel for ground managers to verify the payments and an admin panel to manage the whole platform.

✓ **Stakeholders**

Actor	Task
End Users	Will book playgrounds from the application.
Sub Admin	Will verify the users booking when they visit the playground.
Admin	Admin will manage the whole platform from an 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 Users (iOS & Android)
- Development and Integration of API
- Development of Sub-Admin Web Panel
- 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. Features and Scope of Work

3.1. User Flow for End User

- **Splash Screen**
    - The company logo will be visible on the splash screen.

- **Sign Up / Register Page**

Users will be able to register on the Application by providing below details:-

    - Full Name
    - Email id
    - Password and Confirm Password.
    - Terms and Conditions checkbox
    - Users will receive an OTP over his/her email id for verification.
    - Option to Sign In - If already registered.
    - Location Access
    - Social sign up

- **Login Page**

Users will be able to Login into the Application using below details:-

    - Email id
    - Password
    - Forgot Password Hyperlink
    - Register - If account does not exists.
    - Social Login.

- **Forgot Password**
    - This option would be used by users in case they forgets their password.
    - They need to enter the e-mail Id on which the password reset link would be sent to reset the password.

- **Home Screen**

Landing page of the app home screen displays the following sections or details:-

    - Hamburger Menu -Logo of the Application
    - Find a Playgrounds
    - Notifications

- o My Account

- o About Us

- o Contact Us

- o Terms & Conditions

- **Explore Playgrounds:**
  - o Users browse through a list of available sports playgrounds.
  - o Users will be able to view details such as location, facilities, and availability.

- **View Playground Details:**
  - o Users select a specific playground to view detailed information.
  - o Details include available time slots, rules, and rental fees, terms & conditions.

- **Book Playground:**
  - o Users will be able to choose a suitable time slot and date.
  - o Enter booking details: Name, team name, member details, and match type, etc.
  - o Confirm booking and proceed to payment.

- **Payment:**
  - o Users make an online payment through the app.
  - o Users will receive a confirmation email with a unique booking ID.

- **Confirmation and Check-in:**
  - o Users receive a confirmation screen with booking details and ID.
  - o Show the unique ID to the ground manager during check-in.

- **Notification**
  - o User can see all the required notifications, updates, and alerts here.

- **About Us**
  - o This section would describe about the application with text and images.

- **Contact Us**
  - o This section would have the Contact Us form to submit the query or feedback.

- **My Account**
  - Profile to update the below details:-
  - Name
  - Mobile Number
  - Profile Picture
  - E-mail ID (If changed then the same needs to be verified through OTP)
  - Update Password (Current Password, New Password and Confirm New Password)
  - Sign Out
  - Delete Account

- **Sub Admin Panel (Ground Manager) Flow:**
  - **Log In:**
    - Ground manager logs into the sub-admin panel.
  - **Verify Unique ID:**
    - Ground manager accesses a section to verify user bookings.
    - Enters the unique ID provided by the user during check-in.
  - **Check Booking Details:**
    - Confirms the booking details, including team name, members, and match type.
  - **Verify Payment:**
    - If the user has paid online, the system confirms the payment status.
    - If offline payment, confirm the cash collection.
  - **Record Offline Payments:**
    - If the user pays offline, the ground manager updates the payment status manually.
  - **Expense Entry:**
    - Sub admin will be able to add the entries of the expenses which will be monitored at report creation.
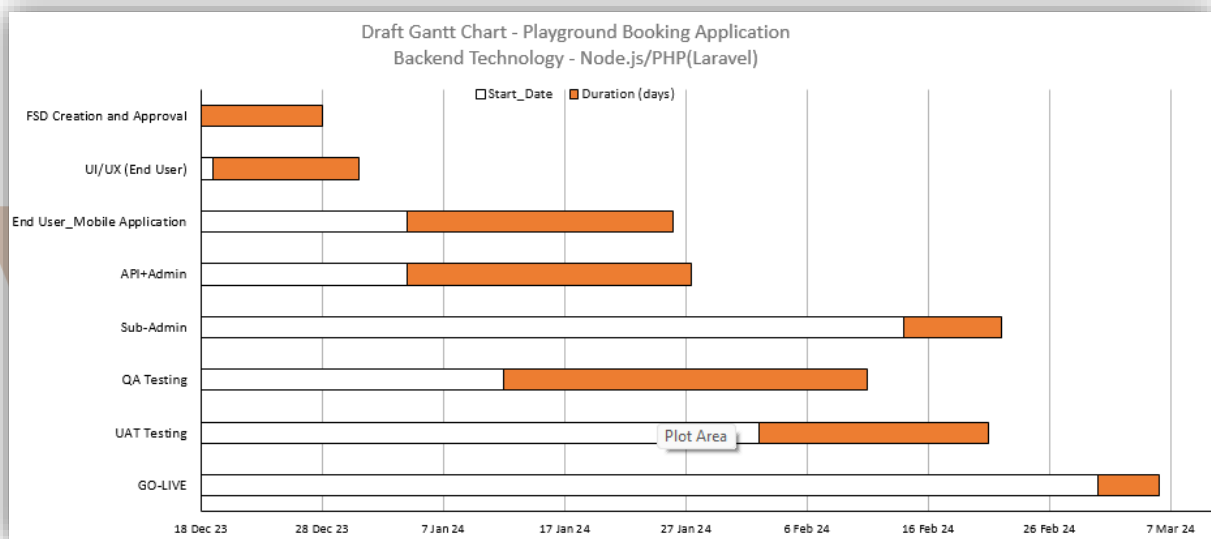
3.2. Administrator Web Panel

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. Following would be the key functionalities:

- **Log In:**
    - Admin logs into the admin panel.
- **Manage Playgrounds:**
    - View and manage all sports playgrounds, including availability and details.
- **Manage Bookings:**
    - Access a section to view and manage all bookings.
    - Check payment status and unique IDs.
- **Calculate Revenue/Profit:**
    - The system automatically calculates revenue and profit based on bookings and expenses.
- **View Payment Flow:**
    - Admin monitors the payment flow, distinguishing between online and offline payments.
- **System Overview:**
    - Access a comprehensive dashboard providing an overview of the entire system.
- **Notification Management**
    - Admin will be able to view and manage notifications from the backend.
- **Contact Us Management**
    - Admin will be able to view and manage contact us queries from the backend.
- **Content Management**
    - Admin will be able to update and add text for About Us
    - Admin will be able to update and add text for Terms and Condition

4. Draft Delivery Timeline and Gantt Chart

Backend Technology - Node.js / PHP (Laravel)	
Development Start Date	Development End Date
18-Dec-23	07-Mar-24
Total Project Effort (in person days)	65.5

Draft Gantt Chart - Playground Booking Application
Backend Technology - Node.js/PHP(Laravel)

□ Start_Date   ■ Duration (days)

- FSD Creation and Approval
- UI/UX (End User)
- End User_Mobile Application
- API+Admin
- Sub-Admin
- QA Testing
- UAT Testing
- GO-LIVE

18 Dec 23   28 Dec 23   7 Jan 24   17 Jan 24   27 Jan 24   6 Feb 24   16 Feb 24   26 Feb 24   7 Mar 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 2. Develop one-page proposal overview 3. Create project management overview 4. EDUARDO assigned to business manager GBM *GBM: Global Business Manager*	5. Project Evaluation by technical teams 6. Introduction call 1 on 1 interaction with EDUARDO 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 EDUARDO 14. Milestones discussed 15. Project success discussed 16. Future growth alignment 17. Detailed proposal provided 18. Payment instructions	19. Invoice submitted to EDUARDO 20. Payment received 21. Payment confirmation sent to EDUARDO 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 EDUARDO	6. Design, Development / technical teams assigned 7. Project start 8. EDUARDO 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

6. Proposed Team of Project

The proposed team to achieve the deliverables in a time span of 13 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