Technical Document
of Greenbee Fundraising Application
v1.0

Contents

Annexure I

1. Project Overview

✓ **Business Need**

The business need is developed a mobile application for end user to view their lottery results.

✓ **How the platform would help in achieving the business need**

We are developing a mobile application for end users who will be able to view list of games which are part of lottery and from game details screen they will be able to view their lottery results.

✓ **Stakeholders**

Actor	Task
End Users	Viewing game list and result of lottery for the same

✓ **Project Scope and Development Deliverables**

This project scope comprises of the following components to deliver:

- Design and Development of Greenbee Fundraising Application for End Users (iOS & Android)
- Development and Integration of API

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
Version/s Supported	Android	9.0 and above
	iOS	13.0 and above
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

➢ **Splash Screen**

- Users will be able to see the splash screen every time opening the application, which includes the company name & Logo.

➢ **Home Screen**

This is the home screen of the application from where users will be able to access and navigate to all the functionality of the platform. The home screen will have the below mentioned functionality

- **Games Listed**
- **Settings**

➢ **Games Listed**

- Users will be able to view list of games whose results will be showing to user on the platform.
- Following will be list of games whose data will be coming through APIs
  - **Football Frenzy**
  - **Basketball Slam**
  - **Baseball Fever**
  - **Soccer Shot**
  - **Stock Market Challenge**
- On tapping any of the games, a game details screen will open and user can read description and a button to view result for that game lottery.
- On tapping on button, user will be ask to enter their lottery ticket Unique ID. On entering correct ID the system will fetch the result accordingly.

➢ **Settings**

- **Privacy Policy (**Users can read Privacy policy of using platform**)**
- **Terms & Condition (**User can read T&Cs of the platform**)**
- **Help & Support (**User can reach out to admin personal Email using this feature**)**

4. Draft Delivery Timeline and Gantt chart

Planned Project Start Date	Scheduled Project Completion Date
Project Duration*	25
11-Dec-23	02-Feb-23

Draft Gantt Chart - Fundraiser Lottery App
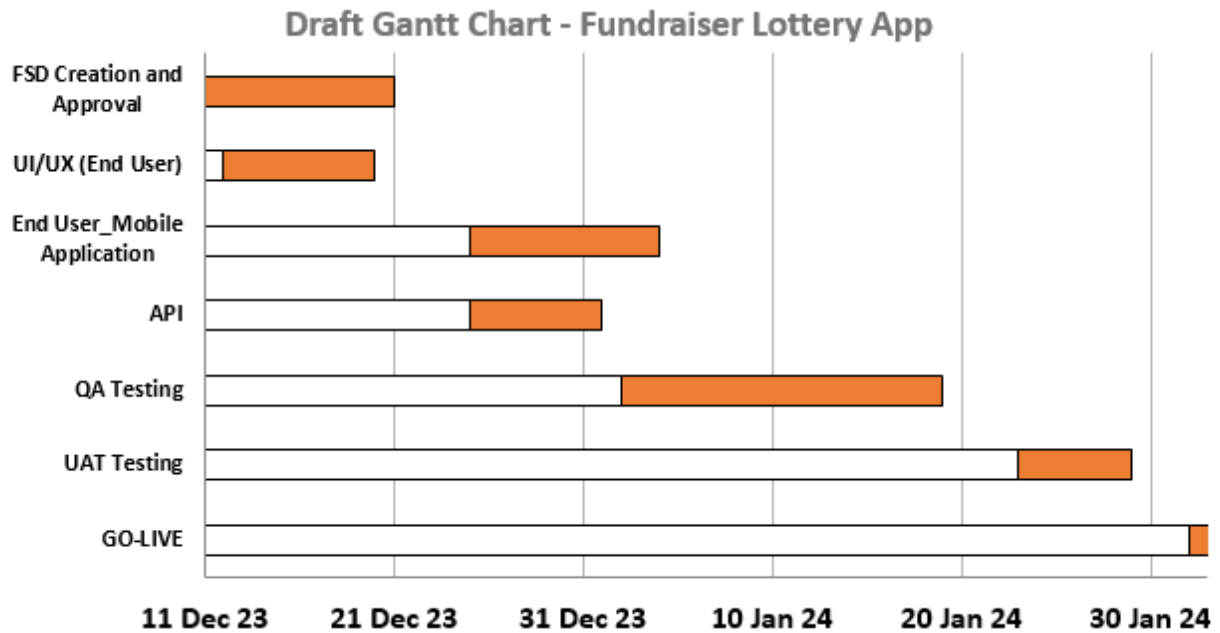
*Project Duration would be met with a condition that the client responses are received on time.

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. **James** assigned to business manager GBM *GBM: Global Business Manager*	5. Project Evaluation by technical teams 6. Introduction call 1 on 1 interaction with **James** 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 **James** 14. Milestones discussed 15. Project success discussed 16. Future growth alignment 17. Detailed proposal provided 18. Payment instructions	19. Invoice submitted to **James** 20. Payment received 21. Payment confirmation sent to **James** 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 James>	6. Design, Development / technical teams assigned 7. Project start 8. **James** 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 5 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

7. Assumptions and Constraints

This section would have the list of all the assumptions that have been considered during the development of proposal accompanied with the list of constraints (i.e., technology restrictions) that would be beyond anyone's capabilities.

7.1. Assumptions

- we are assuming that each and every ticket have their own unique ID which is created at the time of purchase and on the application results has been available to them with that ID only.
- The Results APIs which displaying the results of lottery will be provided by client.

8. Webmobril Suggestions

- To add purchase lottery functionality, using which end users can purchase the lottery tickets using the application. **(3 Working days {Approx.})**
- The Payment gateway & wallet integration for safe payment purchase and withdrawal of winning amount on the platform. **(6 Working days {Approx.})**
- Admin Panel to listing lottery tickets, managing user's database & payments overview. **(10 Working days {Approx.})**
- Authentication Module to safeguard your data. **(3 Working days {Approx.})**
- Google AdSense to generate revenue. **(3 Working days {Approx.})**