



Nos Falta 1

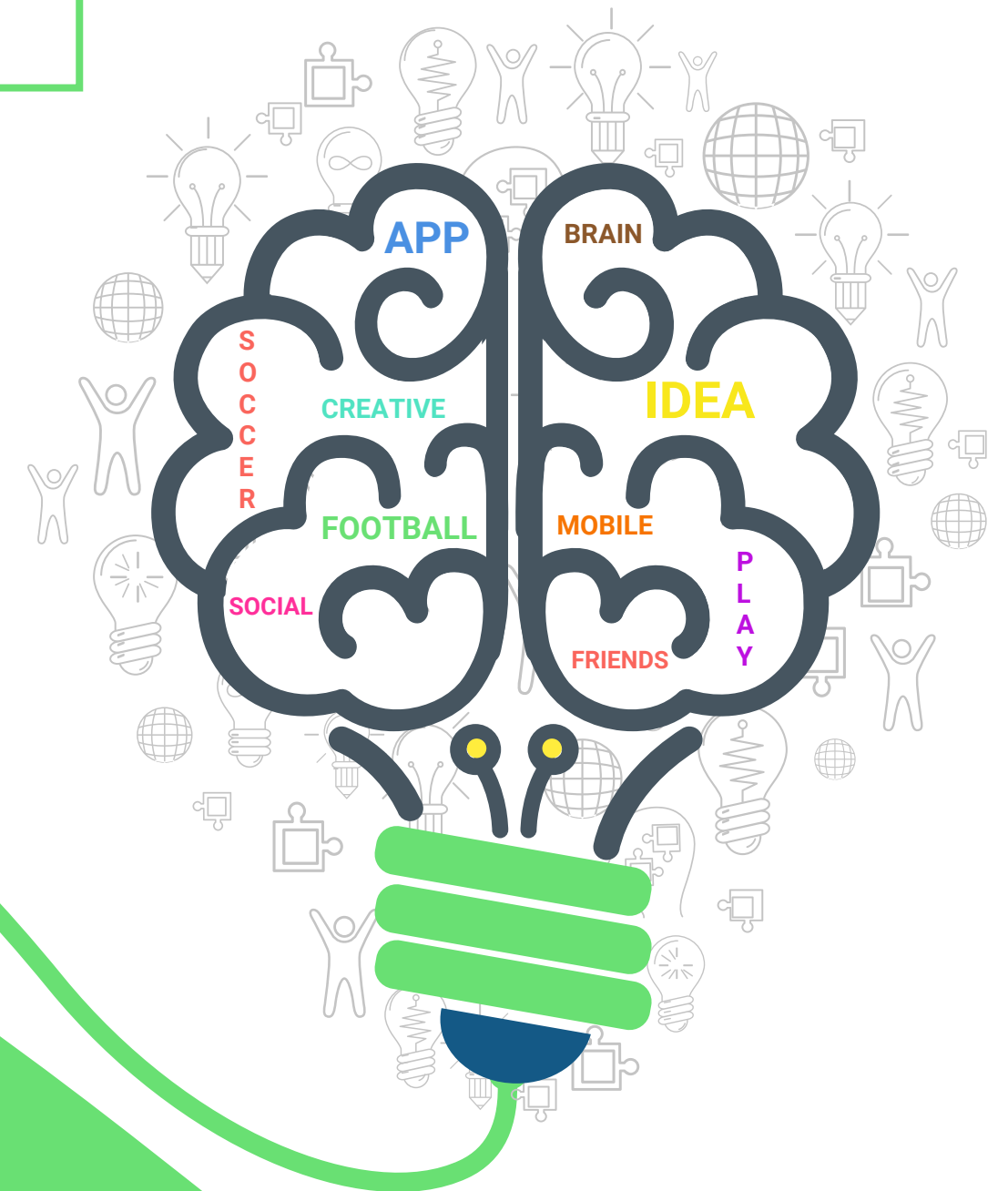
Mobile App Development & Design

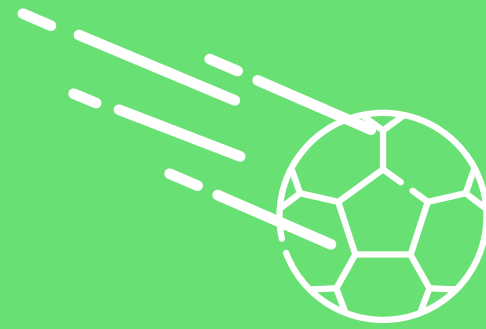
THE IDEA

Nos Falta 1 ('One Player Needed') gives the solution to a recurrent problem that happens when trying to arrange a soccer match.

Usually, we need to gather 10 members in order to be able to play, however, even minutes before the match, the organization continues with dozens of messages popping up such as: "Did we gather 10 people?", "Did everyone confirm?".

With a clean and sleek interface, NF1 lets you organize the match, even by allowing you to get nearby players on board minutes before the start, so you can focus on the game and being the next Messi.

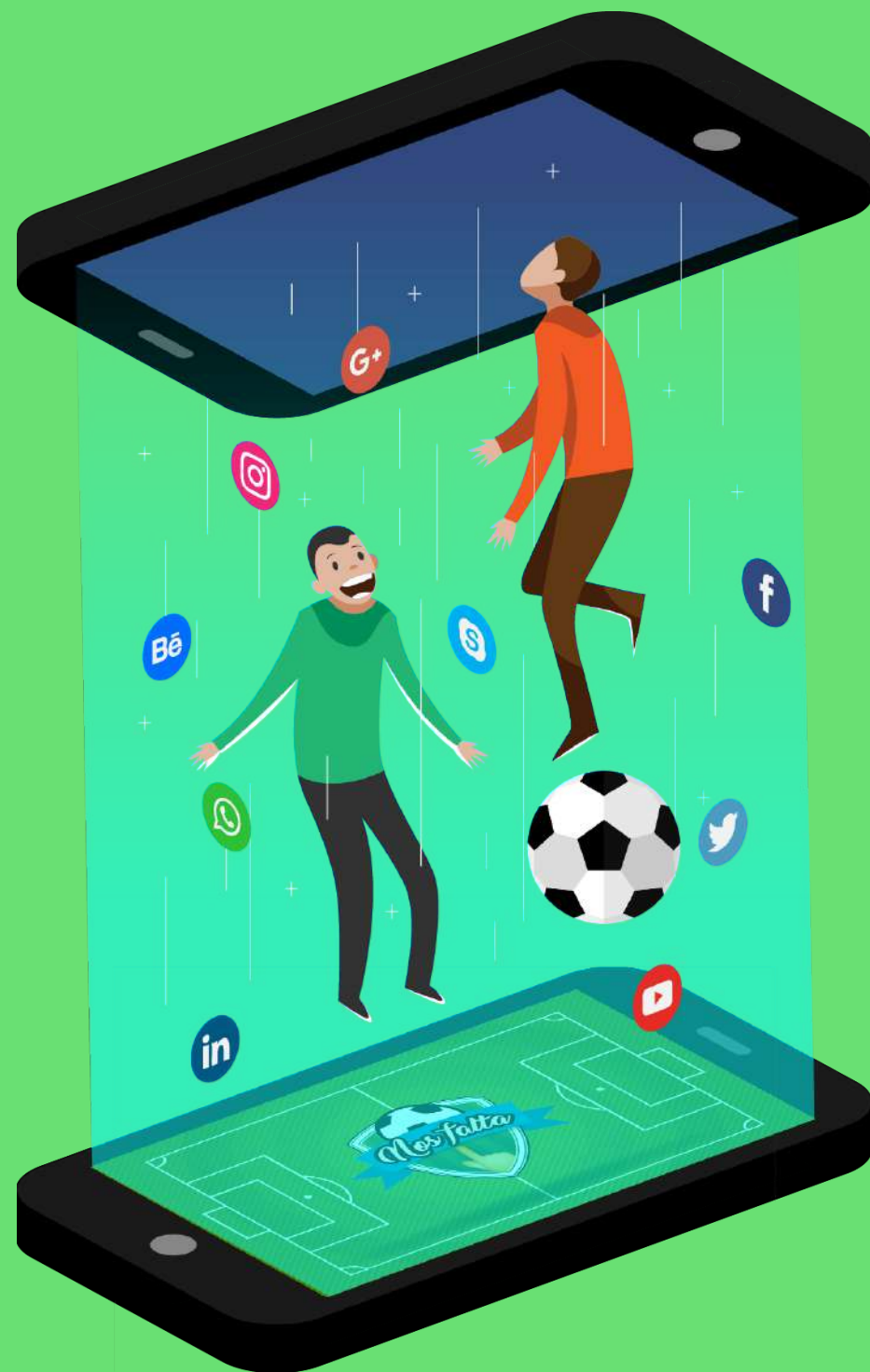




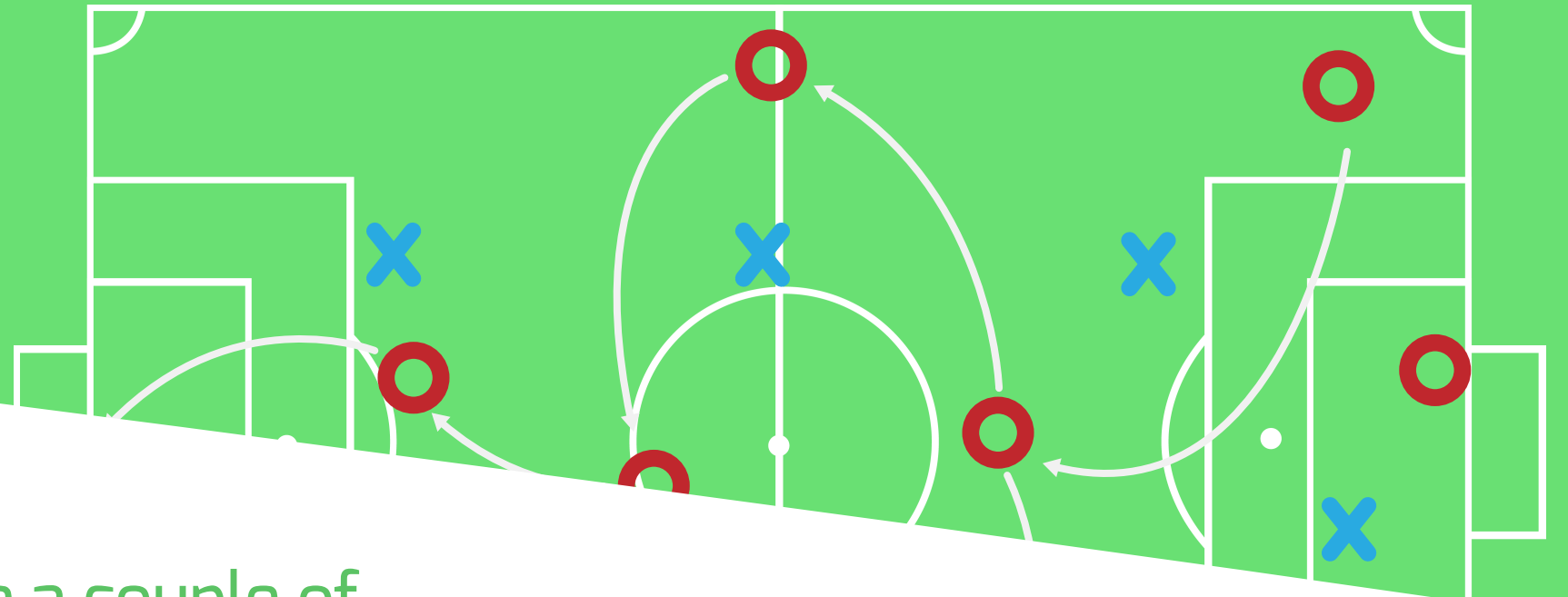
THE “GOAL” TO ACHIEVE

To build a social network for the amateur soccer player, where all the friends and the surrounding community would join to play together and share experiences.

Also, it aims to simplify communication by saving the users from processing hundreds of messages on Whatsapp or Messenger groups.



ANALYSIS



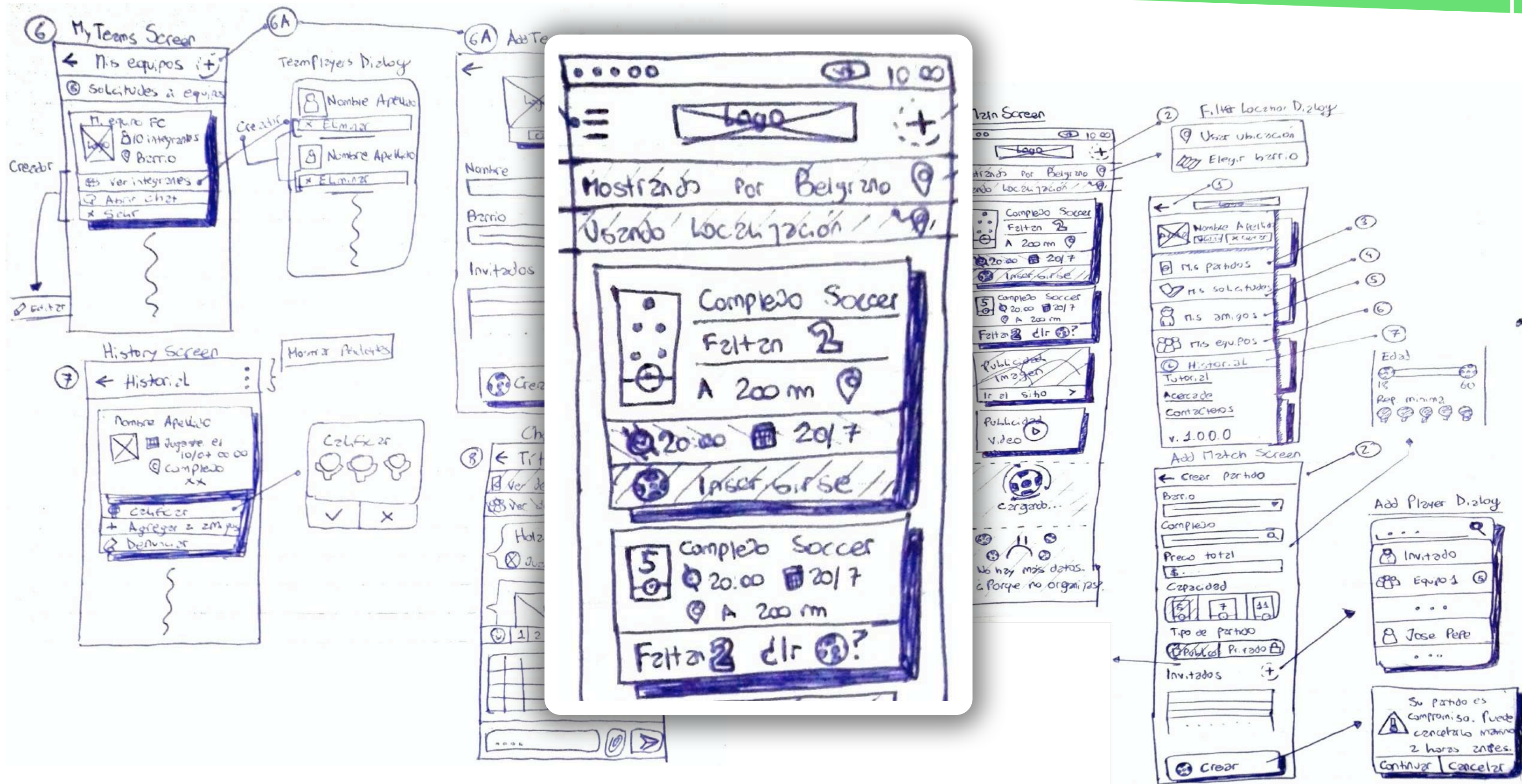
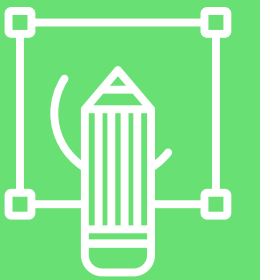
After meeting the customer at our office a couple of times, we helped him to decide the scope of the application, the business model, branding, and target. We made sure we were both on the same page.

As passionate soccer players, we wanted to leave our mark on the app and gathering great ideas on our brainstorming sessions. We iterated many times on the flow to create the most intuitive experience.



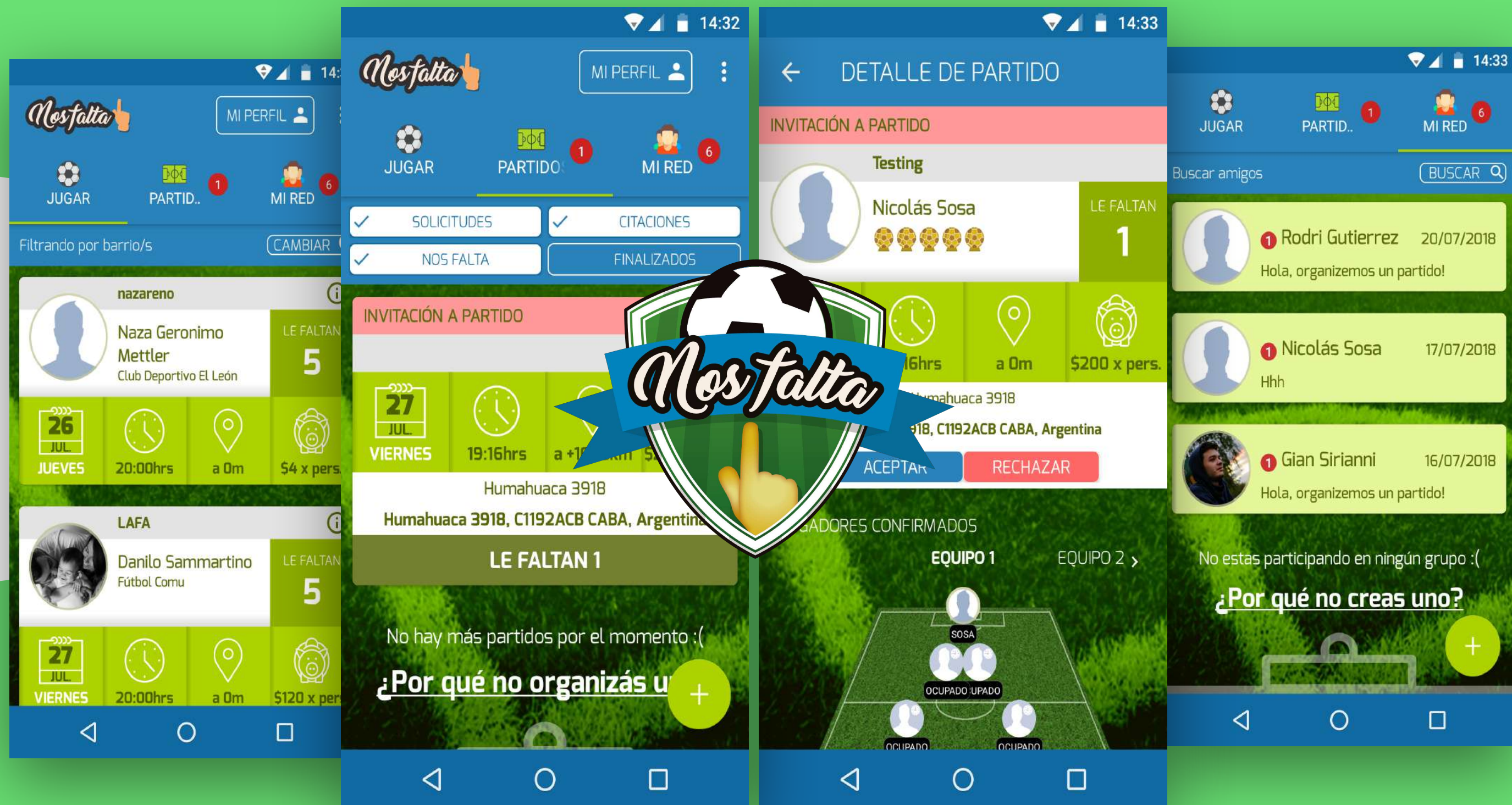
FIRST DRAWS

All great ideas start on paper, based on Material Design and UX best practices



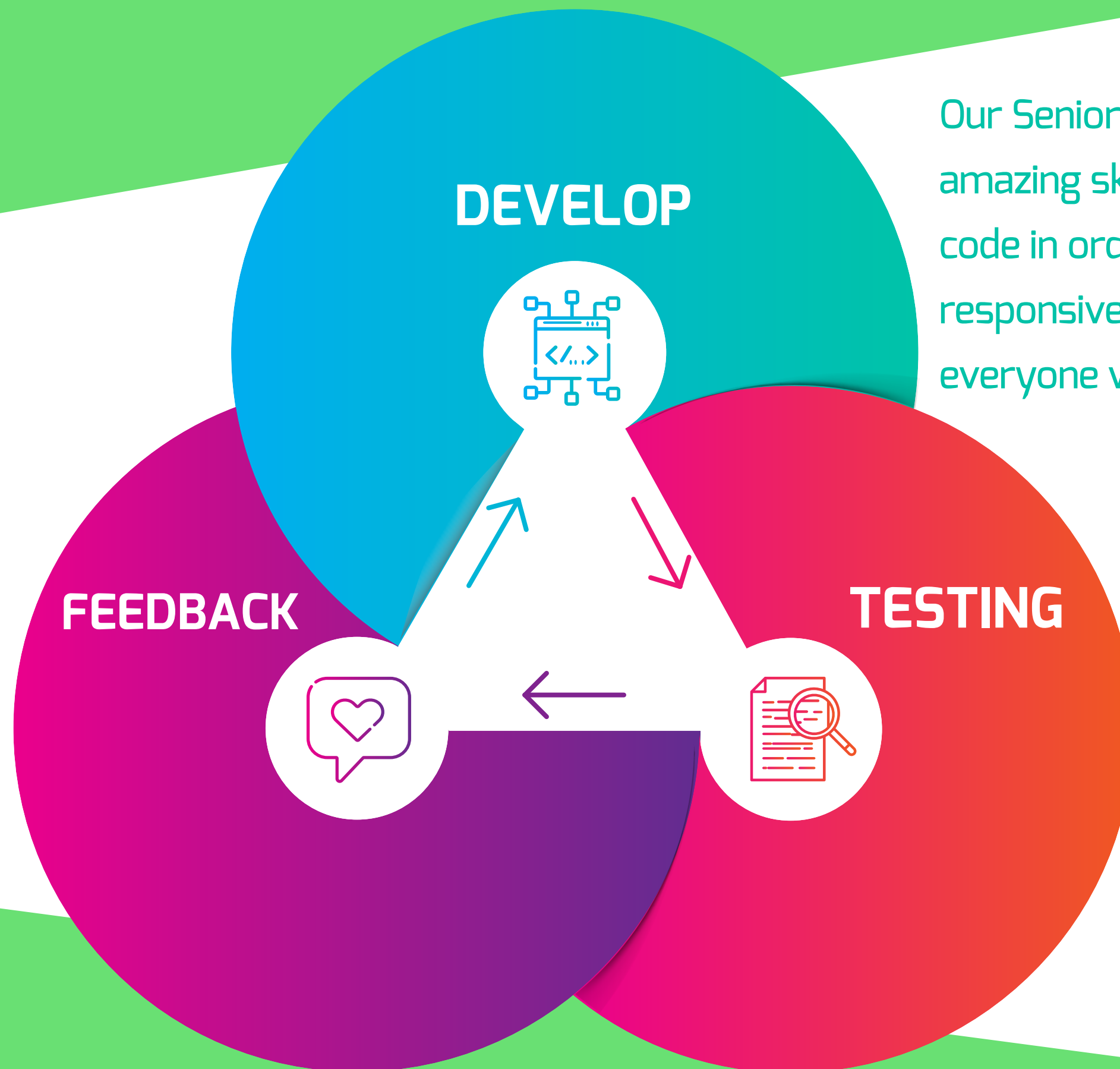
DESIGN

As always, we focus on creating a cutting edge experience for the users, that is why we are always up to date with the latest trends on the market. We created only a few screens with intuitive options to allow the user to make the most out of it. In this case, we were inspired by a soccer field for the color palette and design of the screens.



DEVELOPMENT PROCESS

The moment when we do our magic ;)





API & BD



MOBILE APP

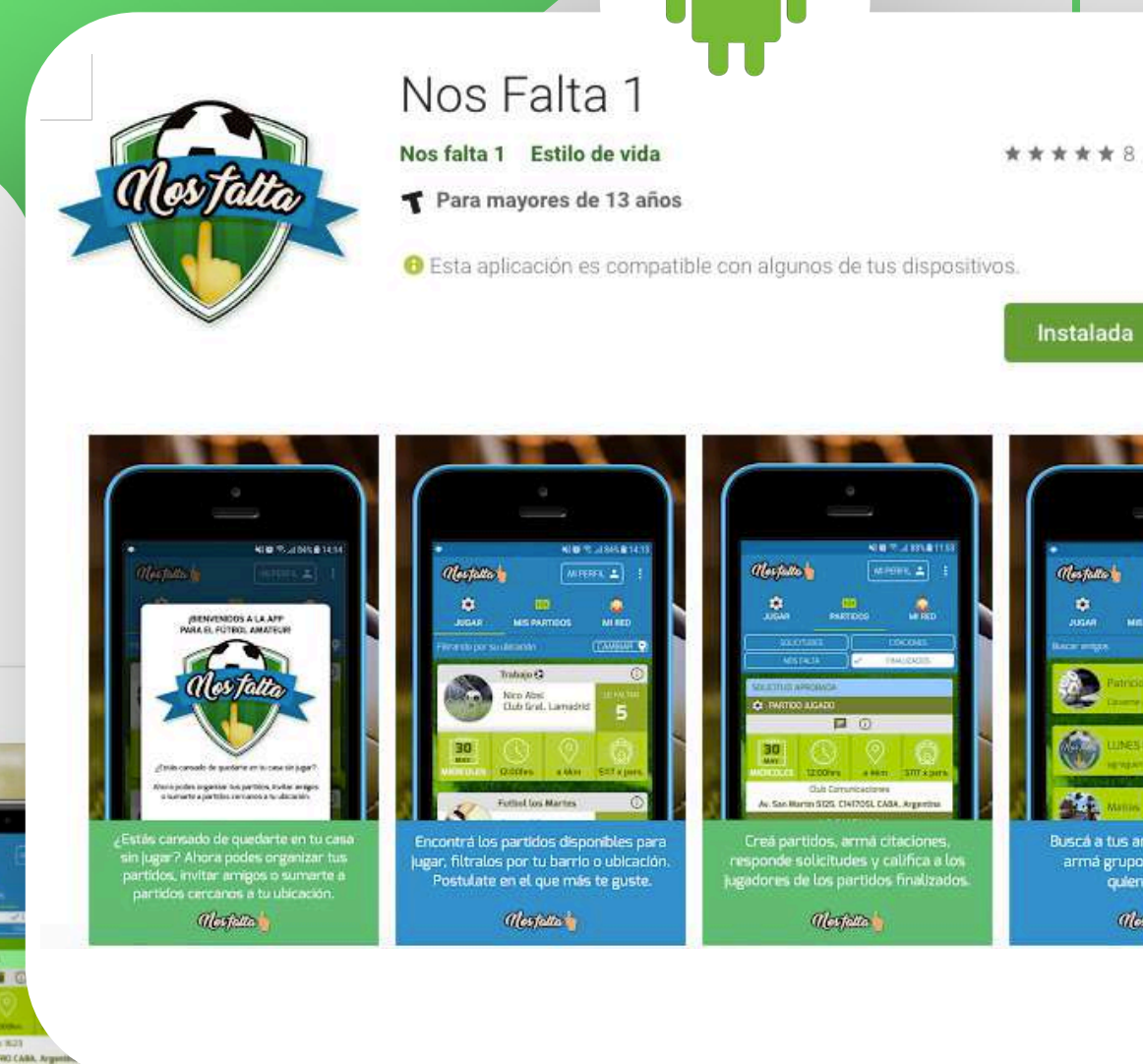
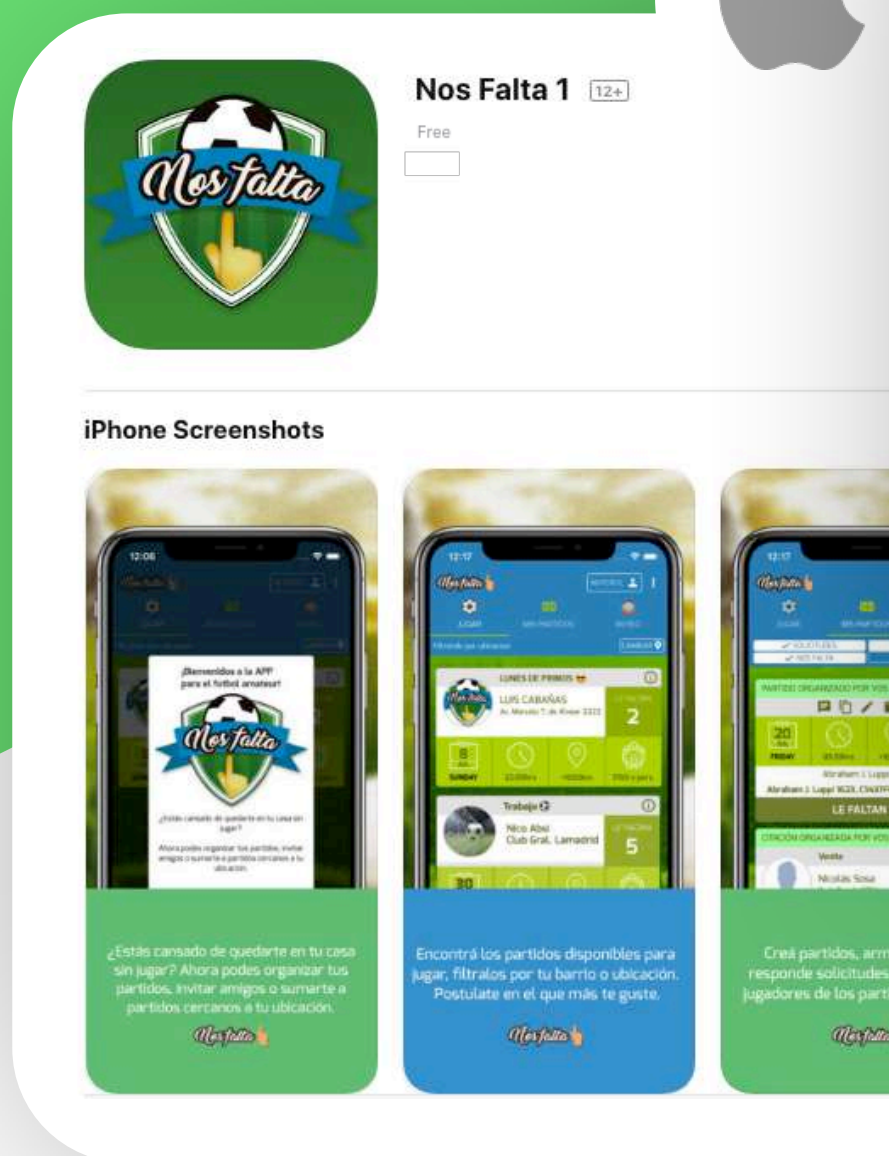


After the design, the coding part started. We built a REST API with .NET C# and both the IOs and Android apps using React Native. Both solutions were coded in parallel, using mocked responses to make the integration a breeze.

IMPLEMENTATION



The app was shipped to both the App Store and Play Store by our team. We gave full support to complete the cycle and even added extra features to allow information about the usage of the app in order to keep improving in the future.



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