

BeemPrime Mobile App Development - Logistics

Executive Summary

BeemPrime Logistics requires a full mobile application replica of their existing web app. This mobile app will allow BeemPrime Logistics to do the same tasks outlined in the web application along with enabling geolocation tracking of deliveries.

Project Preview

1. Technology, Hosting & Stack.
2. Site Map & Structure
3. Features, User Experience & User Roles
4. Mobile Integration and Added Features
5. Milestones and Costing
6. Requirements

Disclaimer

This document has been prepared to operate as a proposal and a contractual agreement between parties Involved. It is not intended to (a) constitute legal advice (b) create an attorney-client relationship (c) be advertising or a solicitation of any type. Any form of questions or other feedback would also be anticipated by our development team as this document is provided as a premise to be developed upon by an administrative personnel and even vice versa. The Context of this document is thereby subjected to change upon agreements by all associated parties involved.

Technology, Hosting & Stack

BeemPrime Logistics mobile platform will be built using the Flutter framework in Dart. Flutter is a popular open source framework built by Google in 2017 for cross-platform native development. Flutter is written in Dart and the native host language it will run on, in this case, Java and Swift. With this technology, the following is guaranteed to the application administrators (which may include yourself):

- Replication of the web application in mobile
- Moderate & Approve User Registration

- Assign Client end Orders to delivery personnel
- Customer reviews moderation
- Chat support & more

The application will be hosted on the respective app stores of both Android and iOS. As it takes time to approve apps(up to a month for iOS) this may increase the development time.

Site Structure

The site map will be segregated into two types of contents,

1. User dynamic pages
2. Static pages.

The static structured pages includes the following:

- Home page
- About Us Page
- Team Page
- Contact Us Page
- How It Works page
- FAQ Page
- Delivery Cost Calculator
- Place An Order Questionnaire
- Sign In Page
- Sign Up Page
- Terms & Conditions
- Privacy Policy
- Return & Refund Policy

The User dynamic content structured pages includes the following:

- Blog Listing
- Checkout & Payment
- Client Dashboard[Customers & Merchants
 - Dashboard Page(User Personalization Welcome)
 - Profile Page
 - Notifications Page
 - Create an Order Page
 - Payment Page
 - Order Status Pages

- Completed Orders
 - Processing Orders
 - In Transit Orders
 - Cancelled Orders
 - Rejected Orders
- Assigned Riders
- Reviews Page
- Wallet & Transactions
- Client Dashboard [Riders]
 - Dashboard Page(User Personalization Welcome, Balances & Available orders)
 - Profile Page
 - Notifications Page
 - Accept Order Page
 - Single Order Update Page
 - Completed Orders Listing
 - Single Order Page View
 - Order Reviews Page
 - Balances & Withdrawals
- General Advertisement Pane

Features, User Experience & User Roles

1. Two Clientele User Roles:
 - a. Customers
 - b. Riders/ Delivery Personnel

Mobile Integrations & Added Features

- Interactive Google map Integration & Tracking (get riders location requests and match with billing location)
- Secure user authentication & registration
- Push Notifications to riders and clients mobile devices
- Email Notifications to riders and clients mobile device
- Payment Gateway
- Package Delivery & Rider Tracking System

Milestones & Costing

- Authentication and profile settings- 5 days
- Booking system, geolocation tracking, wallet system - 12 days

- Payment Integration - 1 days
- Miscellaneous tasks - 2 days
- Completion of Alpha Development, Testing & Presentation -5 days
- Maintenance Fee For Each Future Update: 20% Of Agreed total

Requirements

- Google Maps API key
- Detailed workflow from the web app
- Detailed documentation for all the REST APIs including the socket to drive geolocation tracking

Budget: 200,000NGN(cost of hosting not included), 25 days maximum development time(time waiting for app approval not included).

Project TimeLine	Installments	Notes
Prior To Project Dev.	35% of agreed total	This Installment initiates the project development officially which activates both the contract and attached policy.
At Project Completion	65% of agreed total	This installment comes after client's approval upon satisfaction. All the necessary credentials would be exchanged afterwards.

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