**Scope of Services and Deliverables**

**Project Title**

GamePro

**Project Concept**

The concept is you can get on demand coaching any time you want from the actual gaming pro or celebrity, and lot of users really love it.

**Project Objective**

GamePro is a platform for training where gamers can get training from pros in order to improve their game, usually for a small fee. The primary purpose of GamePro is to help gamers upgrade their gaming skills and take them to the next level.

GamePro is a service that’s all about pairing folks with pro gamers, with the goal of helping people become better at their favorite games GamePro works like an ongoing MasterClass for gamers. There are various types of subscriptions players get on hourly basis or by selecting a package. On-demand coaching from a variety of pros and personalities in top esports titles on these 4 games (Apex Legends, COD, Fortnite, Valorant).

**Scope of Work**

**Modules with functionalities and screens**

**Registration (Gamers, Coaches, Admin)**

Functionality will be provided for each entity to get registered and get the services.

**Login Panel (Gamers, Coaches, Admin)**

Users can login to see their profile and subscribed package information and their data.

**Manage Profile**

Users can maintain their profile and upload their information on this portal.

**Forgot Password Screen (Gamers, Coaches, Admin)**

User can reset their password if forgotten by any reason.

**Packages**

Packages are fixed prices and the logic will be as defined in discussion on email.

**Pricing**

Pricing are of two basic types, for Hourly coaching the pricing will be defined by the hour rate as well as by how many coaches.

**Ranking System Process**

Players have different level of expertise and for this they are categorized into ranking system. Same level players can play with each other. We will collect this information of players in order to make a competitive ranking system implementation.

**Become a Coach**

Coach can register in this portal and after successfully approved from the admin he can then offer his services to that specific game to the registered gamers.

**FAQ**

Some FAQ questions will be listed that will help the user to gain information about this gaming system and that will be defined by the client.

**Digital Wallet**

A wallet will be integrated that will collect amount from the gamers after successfully subscribing to any of the packages or services as per their games. Digital wallet basic functionalities will be integrated in this portal.

**Payment Gateway integration (Only Stripe)**

Payment Gateway integration to record and receive payments in USD currency from gamers. However, payment to coaches will be done by admin separately and will not cover in this development scope.

**Purchase of a package will be done by available wallet amount**

Gamers can only purchase package or any coach subscriptions(hourly) by the amount that is available in their wallet only.

**Administrative Tools/User Management**

Admin can add users to manage gamers and coaches and can (View list of gamers, View list of coaches, Add, Update, Delete any coach or gamer) as defined permission by admin. Users will be restricted as per their role. Admin can assign permissions to these users and define hierarchy.

**Coach schedule management**

Coach schedule module is integrated in order to reserve a coach to a specific gamer. This module will allow gamers to select only the available coaches on a game. This will also avoid any uncertainty scheduling a coach to a gamer. Coaches will be reserved to that particular time booked by a gamer. The logic on how the scheduling will work is discussed in the email defined by the client.

**Live chat integration**

A chat module will be integrated where gamers can directly communicate with the coaches in order to connect and communicate effectively. After registration, the FPS coach will be given an account for accessing live chat where they will be directly connected with the gamers by staying online on chat system.

**Unlimited Coaches & Gamers registration**

Registration is unlimited. Unlimited coaches and gamers can register in this portal.

**Games**

As per discussion with the client, only 4 games will be integrated (Apex Legends, COD, Fortnite, Valorant).

**Reporting (Gamers, Booking & Coaches)**

Reporting module will have visualization of data of gamers, bookings, coaches etc. Registered gamers data and their relevant stats. Registered coaches and their relevant bookings based on hours and packages, bookings analytics etc.

**Interactive UI**

Inspirational designs, illustrations, and graphic elements from the best designers. Responsive UI for Admin, gamers and coaches panels.

**Notifications**

Notifications will be sent on events like gamer/coach registration, after successful payment received, added amount in digital wallet, subscription purchased, coach schedule bookings etc. Notifications will be sent via email only.

**Deliverables**

This project ETA is calculated to be approximately 3 months for the above defined scope of the project. Please note that the ETA may vary depending upon the functionality changes or if any new requirement is added in this scope of project.

**Project Assumptions**

The scope of this project consists of development of modules includes modules for the requirements listed above. All necessary development, testing and deployment are covered within the scope of this SOW. Requirements not listed in this scope will not be catered by the Aqua Design Team.

**ACCEPTED AND AGREED TO: CLIENT**

**PROVIDER: Aqua Design Works.**

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**Signature Signature**

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**Date Date**

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**Name & Title Name & Title**