

# Software Design Document

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# User authentication and authorization process

## Opening the Web Application

There are a few ways how a user can open the app. The very first time a user must open a mobile browser and navigate to the Web Application's website.

When user's HTTP GET request hits the app backend server, the server must output the specialized HTTP headers and HTML metadata, that will inform client's browser that the website is actually a Web Application.

Apple provides the [document](#) that describes how to configure Web Applications.

Additionally emitted HTTP headers must follow security best practices described at [OWASP Security Guidelines](#).

## HTTP headers

## HTML metadata

## Authentication Screen

1. A user opens the application.
2. If WebAuthn is available and there are credentials the app must use them.
3. If there are no credentials then the user is prompted to either sign-in or sign up.
4. If the app fails to authenticate the user using WebAuthn then the user is navigated to sign-in/sign-up screen.
5. Once a user successfully signed up the app must ask if the user would like to start using WebAuthn for further authentication in the app.
6. If the user rejects setting up the WebAuthn, it must be redirected to the main screen of the app.