# **Project Overview**

Project Name: Mobile Application Development AICOG 2026

Platform: Flutter (Android & IOS)/ Laravel for Backend

Client: Mr. Vinod

### 1. Introduction

#### 1.1 Purpose

The purpose of this document is to define the software requirements for a mobile application that allows clients to publish upcoming events and seminars, list exhibitors on the venue, and provide additional features such as user profile management, OTP-based login, and nearby places discovery.

### 1.2 Scope

This mobile application will be developed using <u>Flutter for both iOS and Android and PHP</u> <u>Laravel for the backend.</u> The platform will provide an intuitive and seamless experience for event organizers and attendees.

#### 1.3 Stakeholders

• Admin: Manages all events, exhibitors, users, and other content.

Users: Attendees who will explore events and exhibitors.

#### 1.4 Overview

The application will include:

Event and seminar publication

- Exhibitor listing on venue
- User profile management
- OTP-based login
- Nearby places discovery

# 2. Functional Requirements

### 2.1 User Authentication & Profile Management

- Users can register/login using OTP verification.
- Users can create, update, and manage their profile information.

### 2.2 Event & Seminar Management

- Admin can publish, update, and delete events.
- Users can browse and search upcoming events.
- Users can register for events.

#### 2.3 Exhibitor Management

- Admin can create and manage exhibitor profiles.
- Users can view exhibitor details and location.

## 2.4 Nearby Places

• Users can explore nearby places (hotels, restaurants, transport, etc.).

#### 2.5 Notifications

- Users receive push notifications for upcoming events.
- Alerts for new exhibitor registrations and updates.

#### 2.6 Admin Panel

Admin manages users, events, exhibitors, and system settings.

# 3. Non-Functional Requirements

#### 3.1 Performance

- The system should support at least 10,000 concurrent users.
- The application should load within 6 seconds.

### 3.2 Security

- OTP authentication ensures secure login.
- Encrypted data storage for user information.

### 3.3 Scalability

The backend should be scalable to accommodate future growth.

## 3.4 Usability

The application should have an intuitive and user-friendly UI/UX.

## 3.5 Reliability

99.9% uptime guarantee for backend services.

# 4. Technology Stack

- 4.1 Mobile Application: Flutter (iOS & Android)
  - 1. Cross-Platform Development: Single codebase for iOS and Android.
  - 2. Fast UI Development: Rich set of widgets for high-quality UI.
  - 3. High Performance: Uses Dart for smooth animations and interactions.
  - 4. Hot Reload: Faster debugging and iteration.
  - 5. Strong Community & Support: Regular updates and large community.

#### 4.2 Backend: PHP Laravel

- 1. MVC Architecture: Ensures clean and scalable code.
- 2. Eloquent ORM: Simplifies database interactions.
- 3. Built-in Authentication: Secure user management.
- 4. Robust API Support: RESTful APIs for mobile communication.
- 5. Scalability & Security: Well-maintained framework with strong security features.

# 5. Project Timeline & Cost Estimate

### 5.1 Timeline (8 Weeks)

- 1. Week 1: Requirement Analysis & Design
- 2. Week 2-3: Backend Development (PHP Laravel)
- 3. Week 4-5: Mobile Application Development (Flutter for iOS & Android)
- 4. Week 6: Integration & Testing
- 5. Week 7: Bug Fixes & Optimization
- 6. Week 8: Deployment & Final Review

#### 5.2 PROJECT COMMERCIAL AND PAYMENT TERMS

The one time project development cost will be ₹ 1,80,000; this amount will be processed in 2 parts.

- 60% advance at the time of acceptance of the proposal
- 40% after the project.

## 6. Responsibilities

#### HRM InfoSec Pvt. Ltd.:

- Understanding the business process and systems to be integrated.
- Understanding end-to-end process and information processing, various systems involved, and activities performed by various teams.
- Helping client with Wireframes, Solution Design & Architecture.
- Maintain source code versions, manage and perform all releases.
- Help during deployment to live servers.
- Support and Maintenance during and post Deployment.

#### By Client's End:

- Providing the detailed requirements and clarifications as required.
- Provide a single point of contact and clearly identify 2 points of escalation.
- Performing UAT and providing feedback within the time mentioned and agreed upon in the final project plan from a milestone release.

# 7. Dependencies and Assumptions

- All the content and images (like events, student testimonials, team members, achievements, etc.) would be provided by the client.
- The client should provide the domain credentials and hosting.
- The site will be mobile responsive.

## 8. Support and Warranty

- We will also provide remote (Telephonic/Email) support for 6 months after the date of final deployment.
- Deliverables would be as per the functional specifications.
- Any additional activity will be charged on mutually agreed terms and conditions.

## 9. Terms & Conditions

- Content for static pages needs to be provided by the client within 15 days of prototype confirmation.
- No changes would be done in design after confirmation on Prototype.
- Confirmation from the client side would be expected within 1-2 days. In case of delay in confirmation, scheduled payment would be due as per the timeline. Also, the project timeline would be rescheduled.
- Entire content & images would be provided by the client.
- UAT (User Acceptance Testing) needs to be done by the client.
- Hosting server will be provided by the client.
- Changes in services provided by APIs will be as per their policy and updates.
- All third-party APIs will be provided by the client.