

Valentine Miranda Project handover plan

Version 1.0

Release history

Date	Version	Comment	Author (Developer)	Approved By (TL)
25th August 2023	1.4.8	Knight Club App	Valentine Miranda	Manann Seth

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Knight Club

1. Project background

Welcome to the 'Knight Club' the official app of Kolkata Knight Riders, the ultimate destination for all fans of the KKR franchise! We're excited to bring you an immersive, interactive experience that will keep you engaged with the team, both on and off the field.

- Fan Loyalty Programme: The KKR Fan Loyalty Programme is designed to reward fans for their dedication and engagement with the team. By using the app regularly and participating in various activities, fans can earn badges, XP points, and Knight Tokens, and unlock exclusive rewards that are not available anywhere else, like exclusive merchandise, souvenirs, and experiences like meeting the players.

- Exclusive content: The exclusive content available through the KKR app gives fans an unmatched level of access to the team. By reading news and analysis, watching videos, and viewing photos, fans can stay up-to-date on all the latest KKR news and get an inside look at the team's journey throughout the season.

- Gaming Hub: The Gaming Hub is a fun and interactive way for fans to engage with the team and have a chance to win match day prizes. By participating in the Predictor and Bingo games, fans can test their knowledge and luck and earn rewards for their engagement with the app. Fans who participate get a chance to win match day prizes like match tickets and merchandise. These prizes are awarded to fans who earn the most points in the Predictor game or who win the Bingo game. Fans can also earn Knight Tokens for participating in these games, which they can redeem for exclusive merchandise, souvenirs, and experiences.

- Match Coverage: Knight Club app provides extensive match coverage to keep fans on top of all the action during matches. The match centre is a comprehensive resource that includes live scores, commentary, and player stats, all in one place.

- KKR Megastore- The KKR Megastore on the app is a convenient and easy way for fans to buy official KKR merchandise from the comfort of their phone. With a wide range of merchandise, secure payment options, and detailed product descriptions, fans can show their support for the team in style, whether they are watching the match at home or in the stadium.

- Hall of Fans: A leaderboard that showcases the most loyal and engaged fans of the team. Fans earn points through their engagement with the app and various activities, and the Hall of Fans leaderboard displays the top fans based on their total XP points. Top ranked fans get to fulfil their dreams by sharing a meal or getting a personalised video message from their favourite KKR athletes.

Whether you are a die-hard KKR fan or just getting started, the KKR app is the perfect way to stay connected to the team and the game. We have some cool features and content coming up for our fan club community in the next updates.

1.1 Client

Sportz Interactive helps their customers bring new fans to their properties, ensure fans are continuously engaged with their brand, and translate affinity into commercialisation. Their solution suite enables them to identify relevant fan segments, create optimal strategies, and build the right mix of digital products and services.

1.2 Purpose

The purpose of this app was to have sports fan engagement and interaction. Users would follow their particular team and receive updates regarding their team in the particular tournament through Standings, News, Photos, Videos, etc.

1.3 Scope

- Implemented Theme Selection within the app where the User Interface and the data to be displayed changes according to the Theme.
- Collaborated with the development team to design and implement different features such as Login, Reactions display, Quiz section, etc.
- Implemented Event Tracking and Push Notifications using MoEngage SDK.
- Implemented Chatting feature in groups using the CometChat SDK.
- Developed the application using a mixture of Firebase Remote Config and REST APIs.

1.4 Work role

Initially I was a junior developer during phase 1 of the project but later on for 3 phases I was the Lead Developer where I used to give tasks to my fellow teammates as well as handle the Project.

2. Project description

2.1 Core work flow

Most of the features were built using inbuilt modules in Swift such as AVFoundation, UIKit, etc

Some third party modules were used for image Caching, Event tracking, etc

Push Notifications was implemented using MoEngage SDK.

Comet Chat SDK was used to implement Chatting feature within the app.

2.2 Architecture

The Architecture used in this project is MVVM.

2.3. Work item

There are 4 teams currently developed in the Knight Club app (4th Team will release in few weeks). Along with that some Fan Club Module features will also be available, features such as Notifications based on Join Request, Accept Request, Reject Request, Mentions, etc

2.4. Project Team

Project Manager:
Bhakti Mamaniya

iOS Developers:
Vishal Thakur
Darshana Kamble
Abhijeet Gawde
Kaustubh Bharat

Android Developers:
Praveen Yadav
Meet Kachhadiya

Testers:
Abhishek Singh Rajput

Backend Team:
Ravi Sitapara

3. Handover plan

3.1 Handover timeline

Handover Duration: 1-2 months

Handover Taken by: Darshana Kamble

3.2 Handover method

Handover to the new developer was given using Q&A method in the office.

4. Account information

5.1 Site

<https://www.sportzinteractive.net/>

5.2 Source code

Source Code is handled by Sportz Interactive

4.3. Resources

All Figma, Requirements are according to Sportz Interactive, Permission will be required from Client Side.

4.4. App iTunes/Play Store URL

<https://apps.apple.com/in/app/knight-club-official/id6446437871>

5. Work Status

6.1 Current Status

On Going

6.2 Status project on last day of contract

Implemented certain features while after the handover, New developers are working on new features.

Pro Kabaddi League

6. Project background

Welcome to the new official app of the Pro Kabaddi League.
Bringing you LIVE action & exclusive coverage of PKL & much more.

Key Features:

- LIVE Auction Centre for Bid updates, Team information, fan polls and much more!
- Video highlights & Features
- Fixtures, Results & Standings
- Latest news, Match reports, post-match interviews & match previews
- LIVE fan poll during matches
- Match Alerts & Notifications
- In depth Analysis & Statistics
- Access to Fan Wall on TV
- Information on all PKL Teams & Players
- Real time updates on PKL Auctions with Live Auction Centre
- Behind the Scenes content with players, coaches & teams
- One stop shop for all Kabaddi updates

1.1 Client

Sportz Interactive helps their customers bring new fans to their properties, ensure fans are continuously engaged with their brand, and translate affinity into commercialisation. Their solution suite enables them to identify relevant fan segments, create optimal strategies, and build the right mix of digital products and services.

1.2 Purpose

The purpose of this app was to have sports fan engagement and interaction. Users would follow their particular team and receive updates regarding their team in the particular tournament through Standings, News, Photos, Videos, etc.

1.3 Scope

- *Implemented Video browsing and watching feature using AVFoundation.*
- *Implemented playing youtube videos using the Youtube Player SDK*
- *Developed the application using a mixture of Firebase Remote Config and REST APIs.*

1.4 Work role

I was the only developer working on iOS team.

7. Project description

2.1 Core work flow

Most of the features were built using inbuilt modules in Swift such as AVFoundation, UIKit, etc
Some third party modules were used for image Caching, Event tracking, etc

2.2 Architecture

The Architecture used in this project is MVVM.

7.3. Work item

I implemented few screens and popups and the project is now being handled by someone else.

7.4. Project Team

Project Manager:
Nishit Shah

iOS Developers:
Valentine Miranda

Android Developers:
Hardik Vora

8. Handover plan

3.1 Handover timeline

The project was given to someone else so Handover wasn't needed much.

9. Account information

5.1 Site

<https://www.sportzinteractive.net/>

5.2 Source code

Source Code is handled by Sportz Interactive

9.3. Resources

All Figma, Requirements are according to Sportz Interactive, Permission will be required from Client Side.

9.4. App iTunes/Play Store URL

<https://apps.apple.com/sg/app/pro-kabaddi-official-app/id1017648067>

10. Work Status

6.1 Current Status

On Going

6.2 Status project on last day of contract

Since I was shifted from this project long time ago it is handled by someone else.

Women's Premier League

11. Project background

Welcome to the official WPL app. This app is free of adverts, bringing you LIVE action and exclusive coverage of the Women's Premier League.

Key features:

- LIVE scores & ball-by-ball commentary
- Fantasy League
- Video highlights & features
- Fixtures and results
- Latest news, match reports & exclusive interviews
- LIVE photostream
- Social media updates

1.1 Client

Sportz Interactive helps their customers bring new fans to their properties, ensure fans are continuously engaged with their brand, and translate affinity into commercialisation. Their solution suite enables them to identify relevant fan segments, create optimal strategies, and build the right mix of digital products and services.

1.2 Purpose

The purpose of this app was to have sports fan engagement and interaction. Users would follow their particular team and receive updates regarding their team in the particular tournament through Standings, News, Photos, Videos, etc.

1.3 Scope

- Collaborated with the development team to design and implement different features such as displaying scores, fixtures, standings, etc.
- Implemented several webviews for displaying website content using WebKit.

1.4 Work role

I was working as a junior developer in this project along with another senior developer.

12. Project description

2.1 Core work flow

Most of the features were built using inbuilt modules in Swift such as AVFoundation, UIKit, etc. Some third party modules were used for image Caching, Event tracking, etc.

2.2 Architecture

The Architecture used in this project is MVVM.

12.3. Work item

I implemented few screens and bug fixes during the initial phase of the project.

12.4. Project Team

Project Manager:
Pranav Desai

iOS Developers:

Dipesh Panchal

Android Developers:

Rahul Ghag

Ashutosh Mishra

13. Handover plan

3.1 Handover timeline

The project was given to someone else so Handover wasn't needed much.

14. Account information

5.1 Site

<https://www.sportzinteractive.net/>

5.2 Source code

Source Code is handled by Sportz Interactive

14.3. Resources

All Figma, Requirements are according to Sportz Interactive, Permission will be required from Client Side.

14.4. App iTunes/Play Store URL

<https://apps.apple.com/sq/app/womens-premier-league-wpl/id6445936669>

15. Work Status

6.1 Current Status

On Going

6.2 Status project on last day of contract

Since I was shifted from this project long time ago it is handled by someone else.

Gujarat Titans

16. Project background

Titans FAM, check out the latest avatar of the Titans FAM app; one with more exciting features and updates.

Led by Shubman Gill, Gujarat Titans is charged up for an electrifying season this year! It is only fair we make our app bigger and better!

Check out our exclusive content and earn GT Reward points. You can start redeeming your GT points to win exciting GT merchandise and goodies.

1.1 Client

Sportz Interactive helps their customers bring new fans to their properties, ensure fans are continuously engaged with their brand, and translate affinity into commercialisation. Their solution suite enables them to identify relevant fan segments, create optimal strategies, and build the right mix of digital products and services.

1.2 Purpose

The purpose of this app was to have sports fan engagement and interaction. Users would follow their particular team and receive updates regarding their team in the particular tournament through Standings, News, Photos, Videos, etc.

1.3 Scope

- Collaborated with the development team to design and implement different features such as referrals, filters, search, etc.
- Developed the application using a mixture of Firebase Remote Config and REST APIs.

1.4 Work role

I was working as a junior developer in this project along with another senior developer.

17. Project description

2.1 Core work flow

Most of the features were built using inbuilt modules in Swift such as AVFoundation, UIKit, etc. Some third party modules were used for image Caching, Event tracking, etc.

2.2 Architecture

The Architecture used in this project is MVVM.

17.3. Work item

I implemented few screens and bug fixes during the initial phase of the project.

17.4. Project Team

Project Manager:
Nayan Puradkar

iOS Developers:
Abhijeet Gawde

Android Developers:
Narendra Gupta

18. Handover plan

3.1 Handover timeline

The project was given to someone else so Handover wasn't needed much.

19. Account information

5.1 Site

<https://www.sportzinteractive.net/>

5.2 Source code

Source Code is handled by Sportz Interactive

19.3. Resources

All Figma, Requirements are according to Sportz Interactive, Permission will be required from Client Side.

19.4. App iTunes/Play Store URL

<https://apps.apple.com/sq/app/titans-fam/id1619599041>

20. Work Status

6.1 Current Status

On Going

6.2 Status project on last day of contract

Since I was shifted from this project long time ago it is handled by someone else.

Lucknow Super Giants

21. Project background

The LSG app is the place to be if you want to stay updated with all the exclusive premium content from LSGTV+, behind-the-scenes with your favourite players, contests to win merchandise & free tickets, live match updates, commentary & scores, fixtures and much much more.

Never miss a moment with the latest IPL updates, trending stories that brings you closer to the Super Giants Family.

Key Features:

- Latest news, photos and videos of the team from the season
- Exclusive videos and behind-the-scenes player access (this would depend on the content strategy).
- LIVE match updates, commentary and scores
- Latest fixtures
- Exclusive contests and polls to win exciting gifts

1.1 Client

Sportz Interactive helps their customers bring new fans to their properties, ensure fans are continuously engaged with their brand, and translate affinity into commercialisation. Their solution suite enables them to identify relevant fan segments, create optimal strategies, and build the right mix of digital products and services.

1.2 Purpose

The purpose of this app was to have sports fan engagement and interaction. Users would follow their particular team and receive updates regarding their team in the particular tournament thought Standings, News, Photos, Videos, etc.

1.3 Scope

- *Collaborated with the development team to design and implement different features such as Login, Profile, etc.*
- *Implemented Social Login for platforms like Google, Facebook, Apple.*
- *Developed the application using a mixture of Firebase Remote Config and REST APIs.*

1.4 Work role

I was working as a developer in this project along with another senior developer.

22. Project description

2.1 Core work flow

Most of the features were built using inbuilt modules in Swift such as AVFoundation, UIKit, etc

Some third party modules were used for image Caching, Event tracking, etc

For social login integration the respected third party libraries were used.

2.2 Architecture

The Architecture used in this project is MVVM.

22.3. Work item

I implemented the onboarding screens as well as profile screens and bug fixes during the initial

phase of the project.

22.4. Project Team

Project Manager:
Siddharth Zantye

iOS Developers:
Abhijeet Gawde

Android Developers:
Narendra Gupta

23. Handover plan

3.1 Handover timeline

The project was given to someone else so Handover wasn't needed much.

24. Account information

5.1 Site

<https://www.sportzinteractive.net/>

5.2 Source code

Source Code is handled by Sportz Interactive

24.3. Resources

All Figma, Requirements are according to Sportz Interactive, Permission will be required from Client Side.

24.4. App iTunes/Play Store URL

<https://apps.apple.com/sg/app/lucknow-super-giants/id6446286246>

25. Work Status

6.1 Current Status

On Going

6.2 Status project on last day of contract

Since I was shifted from this project long time ago it is handled by someone else.

Nesterra

26. Project background

It is an enterprise application where User can surf about different fabrics and get information about it as well as download all the HD images on their iPad.

1.1 Client

Nesterra is a premium home furnishings brand in the upholstery and drapery segment from Sutlej Textiles & Industries that is part of the K. K. Birla group.

Their commitment to delivering the finest of fabrics soon made them Asia's largest textile mill. Since then Sutlej has dedicated themselves to evolve, making superior spun yarn that have set industry benchmarks for innovation and design, working with leading domestic and international brands to create designs consumers have loved across the world. Now, Sutlej is proud to have started a new journey, Nesterra.

1.2 Purpose

1. Users can surf through different fabrics
2. Users can download all HD images of the fabrics

1.3 Scope

- *Implemented design specific only for iPad devices.*
- *Implemented downloading of large numbers of HD images concurrently through Operation Queues and displaying them from offline.*

1.4 Work role

I was the solo developer working on this project for bug fixing and maintenance.

27. Project description

2.1 Core work flow

Most of the features were built using inbuilt modules in Swift such as Operation Queues, UIKit, etc
Some third party modules were used for image Caching, etc

2.2 Architecture

The Architecture used in this project is MVVM.

27.3. Work item

I optimised the downloading of images and bug fixes of the project.

27.4. Project Team

iOS Developer
Valentine Miranda

28. Handover plan

3.1 Handover timeline

Since I was shifted from this project a long time ago, It is now managed by someone else.

29. Account information

5.1 Site

<https://www.nesterra.com>

5.2 Source code

Source Code is handled by Neosoft Technologies.

29.3.Resources

No Resources shared by me, except Gitlab Link (Shared by Mayur Salvi)

29.4.App iTunes/Play Store URL

Enterprise App so no App Store Link

30. Work Status

6.1 Current Status

Completed

6.2 Status project on last day of contract

Since I was shifted from this project long time ago it is handled by someone else.

ThermaFy Eco

31. Project background

The Project statement is to get information on thermal devices and send it to the company, where the company can send a feedback regarding the devices and suggest improvements/ Advice for their Clients.

1.1 Client

ThermaFY ECO Solutions provide customers with personalized actions to reduce their carbon emissions from their home, An in-depth physical survey of the home is taken to provide solutions.

1.2 Purpose

The Project statement is to get information on thermal devices and send it to the company, where the company can send a feedback regarding the devices and suggest improvements/ Advice for their Clients.

1.3 Scope

- *Developed new features using VIPER architecture and RxSwift.*
- *Developed local storage of surveys using Realm Database.*

1.4 Work role

I was working as a Junior Developer in this project with Ayon Gupta as the Senior Developer.

32. Project description

2.1 Core work flow

- 1. Users can fill surveys of the particular clients home devices.*
- 2. Users can sync surveys when Internet is back on.*
- 3. Thermal device was used to capture the thermal image of the device.*

2.2 Architecture

The Architecture used in this project is VIPER.

32.3. Work item

I worked on optimisation and bug fixing of the project.

32.4. Project Team

iOS Developers:

Ayon Gupta

Valentine Miranda

Backend Team:

Chandravati Gupta

33. Handover plan

3.1 Handover timeline

Since I was shifted from this project, It is was handled by Ayon Gupta.

34. Account information

5.1 Site

<https://thermafy-eco.com/>

5.2 Source code

<http://umj2l0fm@mobilegit.neosofttech.in/IOS/ThermaFy.git>

34.3.Resources

Gitlab Link (Shared by Ayon Gupta)

34.4.App iTunes/Play Store URL

Enterprise App so no App Store Link

35. Work Status

6.1 Current Status

On Going

6.2 Status project on last day of contract

Since I was shifted from this project long time ago it is handled by someone else.

Multibank

36. Project background

The Project is regarding Crypto Currency trading where users can search, browse different crypto currencies as well as buy or sell them.

1.1 Client

The cutting-edge crypto exchange platform powered by MultiBank Group, a leader in the financial services industry since 2005.

1.2 Purpose

The Project is regarding Crypto Currency trading where users can search, browse different crypto currencies as well as buy or sell them.

1.3 Scope

- Collaborated with the development team to design and implement different features.
- Debugged and resolved technical issues related to the application.

1.4 Work role

I was working as a Junior Developer in this project with Mayur Salvi as the Senior Developer.

37. Project description

2.1 Core work flow

1. Users can surf through different crypto currencies and check their current market price.
2. Users can buy or sell crypto currencies

2.2 Architecture

The Architecture used in this project is MVVM.

37.3. Work item

I worked on optimisation and bug fixing of the project.

37.4. Project Team

iOS Developers:
Mayur Salvi
Valentine Miranda

38. Account information

5.1 Site

<https://multibankfx.com>

5.2 Source code

Source Code is handled by Neosoft Technologies.

38.3. Resources

Github Link (Shared by Mayur Salvi)

38.4. App iTunes/Play Store URL

<https://apps.apple.com/ae/app/multibank-io/id1592119946>

39. Work Status

6.1 Current Status

Completed

6.2 Status project on last day of contract

This Project contract got over long time ago.