

NullBytes

Enterprise Technical Quotation

Fix Phone Platform

Full-Scale Marketplace & Service System

Quotation ID	NB-FIX-ENT-2026-001
Date	March 23, 2026
Prepared By	NullBytes Engineering Team
Validity	7 Days from Issue Date
Estimated Duration	3 – 4 Months
Total Investment	

What We Are Building

Fix Phone is not a standard mobile application. It is a high-end, scalable, real-time service marketplace platform for mobile phone repair services — architected as a distributed system combining real-time communication, geo-location intelligence, AI assistance, and a full monetization engine.

3-in-1 App	Customer App + Technician App + Admin Dashboard
Real-Time Infrastructure	Live chat, order notifications, WebSocket servers
AI-Powered Assistant	Domain-locked AI chat for in-app support
Geo-Location Engine	Nearby technician discovery via GPS
Monetization Engine	Verified badges + Promoted listings

Platform Components

APPLICATION LAYER	BACKEND LAYER
• Customer Mobile Application • Technician Mobile Application • Admin Dashboard	• Core API Server • Real-Time Communication Server (WebSocket) • Notification & Event Processing Server

Feature Modules

CUSTOMER APP

● Firebase Authentication (email, social, phone login)
● Session management & device-based auth handling
● GPS-based technician discovery (Haversine distance)
● Service request lifecycle (Pending → Accepted → Completed)
● Real-time one-to-one chat (WebSocket, seen/delivered states)

- Push notifications via FCM
- Domain-restricted AI assistant

TECHNICIAN APP

- Profile & service category management
- Repair offer publishing with pricing control
- Request accept / reject queue handling
- Full order lifecycle with real-time sync
- Verified Badge (paid, admin-approved)
- Ads / Boost system — priority ranking in search

ADMIN DASHBOARD

- User & technician CRUD + account controls
- Dynamic category & subcategory taxonomy
- CMS for technician articles
- Real-time order monitoring & issue resolution
- Monetization control (ads, verifications, revenue)
- Analytics: user activity, technician performance

Technical Architecture

Core API Server	RESTful • RBAC • Auth • Rate Limiting
Real-Time Server	WebSocket • Horizontal Scaling • Failover Logic
Notification Engine	Event-Driven • FCM • Redis Queue Processing
Database Layer	Firebase Firestore (NoSQL) • Real-Time Sync • Scalable Collections
Auth Layer	Firebase Authentication • Social Login • Session Management
Security	HTTPS • Firestore Rules • Input Sanitization • ACL
Geo-Spatial Engine	Distance Ranking • Nearby Algo • Radius Filtering
Chat Infrastructure	Persistent Storage • Scalable Sockets • Media Support
AI Integration	LLM API • Prompt Control • Response Filtering
Monetization Engine	Subscription-Ready • Feature Toggling • Rank Boost

Tools & Platforms

Frontend	Flutter (Cross-Platform Mobile)	Auth	Firebase Authentication
Backend	Laravel / Node.js	Cloud	Firebase Cloud / DigitalOcean
Real-Time	Firebase Realtime / WebSockets	Notifications	Firebase Cloud Messaging (FCM)
Database	Firebase Firestore (NoSQL)	AI	External LLM APIs (restricted integration)

Dedicated Resources

Role	Count	Responsibility
UI/UX Designer	1	App screens, user flow, wireframes
Graphic Designer	1	Visual identity, logo, brand assets
Backend Engineers	2	API, servers, database, real-time
Flutter Engineers	2	Customer & technician mobile apps
Native Engineer	1	Platform-specific optimizations

Estimated Duration: 3 – 4 Months	Conditions: Subject to client responsiveness, scope stability, and payment adherence.
---	--

Cost Breakdown

Total Project Investment

00,00 EGP

INCLUDED ✓ Multi-application system (3 apps) ✓ Real-time chat infrastructure ✓ AI assistant integration (domain-restricted) ✓ Geo-spatial location engine ✓ Notification server (chat + orders) ✓ Monetization engine (ads + badge) ✓ Admin control panel ✓ Security layer & RBAC	NOT INCLUDED ✗ Hosting / Cloud server costs ✗ Third-party API fees (Maps, AI usage) ✗ App Store / Play Store submission fees ✗ Post-launch maintenance & scaling
--	---

Milestone-Based Payments

Milestone	Percentage	Amount (EGP)	Trigger
Upfront — Project Kickoff	30%	0,00	Before development begins
During Development	40%	0,00	At agreed mid-project milestone
Final Delivery	30%	0,00	Upon project completion & handover

Terms & Protections

- **Intellectual Property:** Source code remains the property of NullBytes Engineering until full payment is received.
- **Partial Delivery:** Code delivery is tied to completion of paid milestones only.
- **Scope Changes:** Any changes to agreed scope require a separate written quotation.

- **Delay Clause:** Delays caused by client (feedback, payments, or content) will directly extend the delivery timeline and do not constitute a breach by NullBytes.
- **Infrastructure Costs:** Servers and third-party services consumed during delays caused by the client remain the client's financial responsibility.
- **Non-Payment:** Failure to adhere to the payment schedule grants NullBytes the right to pause all development and retain all work until payment obligations are fulfilled.

10 — AUTHORIZATION

Quotation Validity & Sign-Off

Quotation Validity

This quotation is valid for **7 days** from the date of issue.

After this period, pricing is subject to revision.

Authorized By

NullBytes Engineering Team

Signature:
