



Introduction:

The aavo application provided a new way to find nearby friends by using $3\,\mathrm{km}$ radar scanning.

The user can create meetups (events) and meet with friends. After the meetup is completed users can give coins to each other. Meetup members can share memories by using photo uploading and video uploading.



Objective

To explore how the implementation of technology solutions can find friends.

Track how many times you visit/ meet with the same friend.

Track how many times you visit/ meet with the same location.



Problem Statement:

Everyone today's life is very fast so we can't meet your favourite person. We are just talking on the phone Not to meet physically.

Everyone forgot when we last met?

I don't know if my friend is near because I don't track him. oversight and compliance management.





Methodology:

Agile methodology is used by conducting calls and demos for clients.

Choose appropriate technologies and frameworks for frontend and backend development, considering factors such as scalability, performance, security, and developer expertise. Popular choices include Flutter and Dart for frontend and Laravel PHP for backend development.



7. Security:

For entry in application we have used the local authentication i.e Pattern Lock, Fingerprint and face detection.

For new users OTP verification is compulsory.

SSL certificate.

Message encryption.

User token authentication



9. Conclusion:

aavo application represents a powerful communication platform that can engage a aavo community users who can easily socially gather ,communicate, organize an event in real time with a live location..



Solutions or Recommendations:

We have provided the solutions (way) to find friends, track friend met count, track meet location etc.

Application shall provide push notification for remading meetup, friends are nearby me. Application shall provide group chatting.



8 App permission:

Contact permission.

Location permission.

SMS permission.

Telephone permission.

Notification permission.



10. References:

flutter doc / android developer documentation etc.

