

# AR Mobile App fo Educational Game Developer

## PROJECT DETAILS

 Mobile App Development

 Jun 2022 - Aug 2022

 \$50,000 to \$199,999

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*"The final project is very refined and better than we expected."*

## PROJECT SUMMARY

To Get There Foundation was hired by an educational game developer for assistance in building a mobile app. The client wanted an app with different functionalities that would combine AR and gamification.

## PROJECT FEEDBACK

To Get There Foundation helped the client launch the app, and they continue to develop other features. They used monday.com to collaborate on tasks and had regular video conferences through Teams. Thanks to the team's experience and commitment, the client finished the project ahead of schedule.



## The Client


Please describe your company and your position there.


I am the CEO of a company that creates and produces innovative educational games for schools, kindergartens and home users


## The Challenge

For what projects/services did your company hire To Get There Foundation, and what were your goals?

We constantly research the market in search of areas of education that can be developed and enriched with new technologies. In this case, we wanted to prepare a mobile application that would combine augmented reality and gamification while learning coding.

 CEO & Co-Founder,  
BeCREO  
Technologies Sp. z  
o.o.

 Education

 Poznan, Poland

### CLIENT RATING

5.0

Overall Score

Quality: 5.0

Schedule: 5.0

Cost: 5.0

Would Refer: 5.0



## **The Approach**

### **How did you select this vendor and what were the deciding factors?**

We started working with the Foundation on this and other projects after getting to know them online and based on their experience in the educational world and verified involvement in other projects.

### **Describe the scope of work in detail, including the project steps, key deliverables, and technologies used.**

Throughout the project, we held regular meetings and watched the project development. Together with the foundation's team, we worked on modifications and improvements so that the application had the greatest functional and educational value and was at the same time simple and attractive for users.

After the first version of the application was prepared, even with incomplete graphics, we could see how the application works and introduce changes in functionalities, thanks to which the project finally not only met the initial assumptions, but also included valuable changes.

### **How many resources from the vendor's team worked with you, and what were their positions?**

Depending on the topic discussed appropriate people participated in the meetings. There was always PM and the main developer, if necessary, two additional developers, subject matter specialists and graphic designers were involved.



## The Outcome

Can you share any measurable outcomes of the project or general feedback about the deliverables?

The Foundation still watches over the application and develops it with us, we jointly monitor user reports and consider their implementation.

Describe their project management style, including communication tools and timeliness.

We submitted all comments via monday.com, where we could also set which changes were our priority. We also held video conferences through Teams on a regular basis to discuss progress, new ideas and possible changes. We finished the project ahead of schedule.

What did you find most impressive or unique about this company?

In addition to great communication, experience and commitment to the project - they not only do what we come up with, but also suggest changes and improvements, thanks to which the final project is very refined and better than we expected.

Are there any areas for improvement or something they could have done differently?

With this approach, the only thing we can regret is that the scope of their services is not wider as we would be happy to cooperate with the Foundation also in other areas.

