

Client: John D
React Native app he, android

Project details:

Android App Purchase Issue with AWS

I have an established Android app called Guitar Tunes that successfully connects with the AWS Server for purchases. The app accepts the purchase, but unfortunately, it does not download the video files from the AWS Server after purchase.

Key Points:

- No specific error messages are displayed, the problem lies in the download functionality.
- The purchase is being successfully processed and recorded on the AWS server.
- The content that needs to be downloaded is video files.

I need a qualified Android developer who can diagnose and solve the issue with the download functionality of the purchased video files from the AWS Server.

The ideal freelancer for this project must have experience in:

- Android app development
- AWS Server integration
- In-app purchase implementation
- Video file downloading and management

Client chat:

My questions from client:

- 1: What is the current version of the Guitar Tunes app?
- 2: Are there any recent updates or changes made to the app or the server configuration?
- 3: How does the app indicate to the user that a video file should be downloaded after a purchase?
- 4: Can you provide details about the AWS services being used (e.g., S3, CloudFront)?
- 5: How are the video files stored and accessed on the AWS server?
- 6: What in-app purchase library or SDK is being used in the app?
- 7: Can you share the code snippet where the purchase confirmation and subsequent download initiation take place?

- 8: How is the download process initiated after a purchase is confirmed?
- 9: Are there any specific APIs or libraries being used for downloading the video files?
- 10: Are there any mechanisms in place for error handling and logging, particularly for the download process?
- 11: Can you provide any logs or error messages related to the download failure?
- 12: Has the download issue been tested on different networks or devices?
- 13: Can you provide access to the relevant parts of the codebase for review?
- 14: Are there any specific areas of the code you suspect might be causing the issue?
- 15: Can you describe the steps to reproduce the issue?
- 16: Are there any test accounts or sandbox environments available to diagnose the problem?
- 17: Have any solutions or troubleshooting steps been attempted to resolve this issue?
- 18: Are there any known bugs or issues related to the download functionality in the current app version?
- 19: What's the timeline for this project? Or the timeline is flexible?
- 20: When do you want me to start this project?

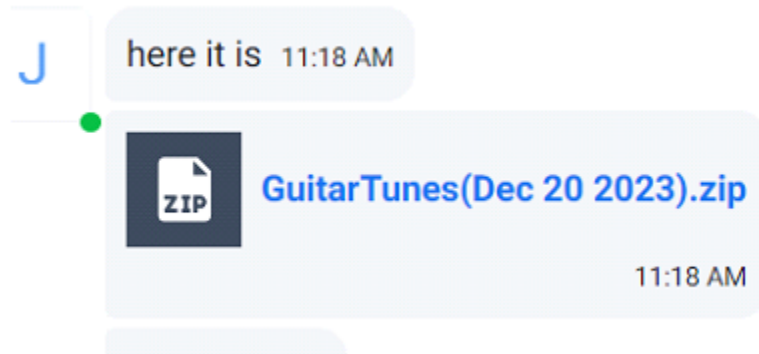
Client answers:

- 1: What is the current version of the Guitar Tunes app?
I can send you a zip of the current code
- 2: Are there any recent updates or changes made to the app or the server configuration?
- 3: How does the app indicate to the user that a video file should be downloaded after a purchase?
- 4: Can you provide details about the AWS services being used (e.g., S3, CloudFront)?
- 5: How are the video files stored and accessed on the AWS server?

- 6: What in-app purchase library or SDK is being used in the app?
- 7: Can you share the code snippet where the purchase confirmation and subsequent download initiation take place?
- 8: How is the download process initiated after a purchase is confirmed?
- 9: Are there any specific APIs or libraries being used for downloading the video files?
- 10: Are there any mechanisms in place for error handling and logging, particularly for the download process?
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- 14: Are there any specific areas of the code you suspect might be causing the issue?
- 15: Can you describe the steps to reproduce the issue?
- 16: Are there any test accounts or sandbox environments available to diagnose the problem?
- 17: Have any solutions or troubleshooting steps been attempted to resolve this issue?
- 18: Are there any known bugs or issues related to the download functionality in the current app version?
- 19: What's the timeline for this project? Or the timeline is flexible?
- 20: When do you want me to start this project?
11:00 AM
2. No
11:01 AM
3. It accepts the purchase and then presnets a download wheel
11:01 AM
4. I dont know
11:02 AM
5. I dont know
11:02 AM
6. All purchases are IN APP purchases handled by the Google Play Store
11:02 AM

7. No but I can send you the entire current code
11:03 AM
8. the User clicks on the download wheel in the APP and the download starts
11:04 AM
9. I do not know that
11:04 AM
10. we have found no error messages related to the download error
11:05 AM
11. We have not found any
11:05 AM
12. The Apple IOS version of the Guitar Tunes works fine. The Android version of the APP has this download after purchase issue on all Android devices.
11:07 AM
13. I can send you the entire codebase.
11:07 AM
14. I do not know I am not a programmer.
11:07 AM
15. On the Android version of the Guitar Tunes APP the User makes an in APP purchase of a lesson or instructional video and paye for his purchase. the system accepts the purchase and presnets the down wheel. the User clicks on the download wheel and nothing happens. No download occurs. The only way we can get the customer his purchased product is to make it FREE. He can then download it a dnwe change it back to have a proce.
11:10 AM
16. Not that I know of, but you can download the Guitar Tunes Android APP which is free to your mobile device and see the problem first hand.
11:11 AM
17. Yes, when the customer reports that his in APP purchase does not download, we make it free and then he can download it. And we change it back to have a price. Because as a FREE item anyone could then doenload it for free.
11:12 AM
18. The current Android Guitar Tunes APP on the Google Play Store has this issue with the lack of download after purchase. The current Apple IOS Guitar Tunes App on the Apple App Store does NOT have this problem. And both APP versions are talking to the same AWS Server to get the urchase and download.
11:15 AM
19. the Timeline is flexible but I need to get this fixed as soon as possible.
11:16 AM
20. Start now.

Chat:

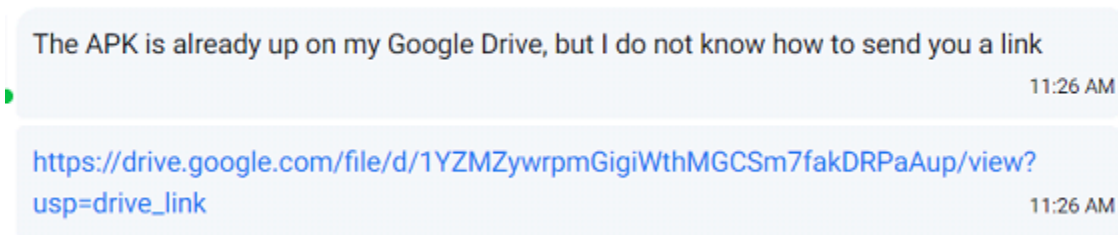


I am attaching this file in WeTransfer link:

Code link:

<https://we.tl/t-FUdSHtQcBz>

(download this before the link expires)



Ye link b de raha hun APK ka:

https://drive.google.com/file/d/1YZMZywrpmGigiWthMGCSm7fakDRPaAup/view?usp=drive_link

Client chat:

We have both an IOS version of the APP running on the Apple App Store and an Android version of the APP running on the Google Play Store.

The Apple IOS version of the Guitar Tunes APP does not have this problem. All purchases download fine after payment.

both APPs can be downloaded free for the AppStore

We do not want to mess with the Apple IOS version of the APP right now. it is working fine.

this is our APP

<https://play.google.com/store/apps/details?id=com.optek.guitartunes&hl=en>

And the same name for the APP on the Apple App Store

Plan of Execution & Proposal for this Project:

**** Phase 1: Diagnosis**

Executing the purchase and download flow to observe the problem.

Analyzing the code for in-app purchase handling and download initiation.

Adding detailed logging around download initiation and execution.

Monitoring network requests and API responses related to AWS during the download process.

****Phase 2: Solution Development**

Verifying and correct AWS S3 bucket policies and CloudFront settings (if used).

Ensuring proper URL formation, authentication, and permission handling in download logic.

Implementing retry logic and robust error handling.

****Phase 3: Testing**

Writing and executing tests for purchase and download functionality.

Testing on various Android devices and network conditions.

****Phase 4: Deployment**

Providing the client with a test build for feedback.

Publishing the updated app on the Google Play Store.

Monitoring app performance and user feedback to ensure issue resolution.