ByteKast App
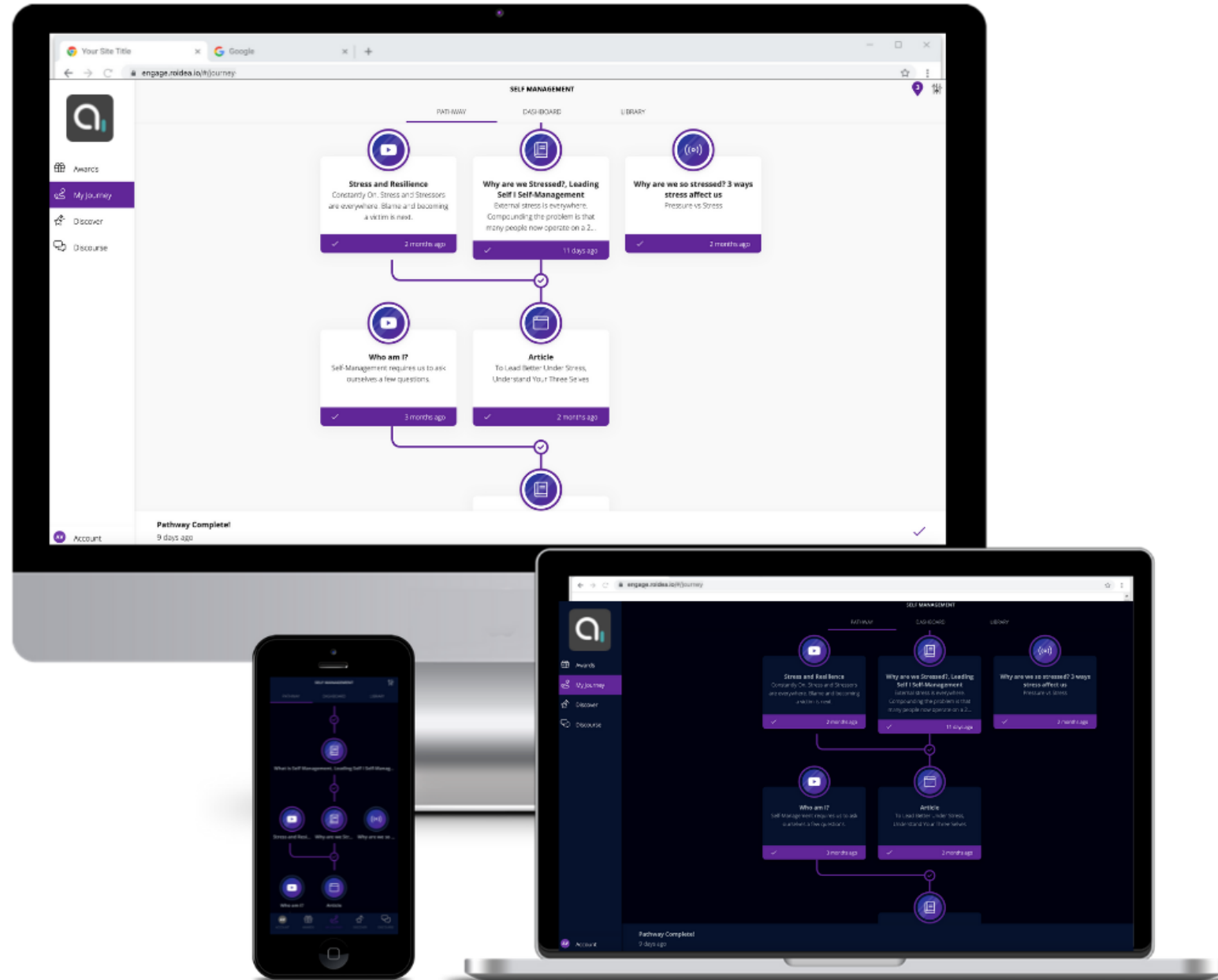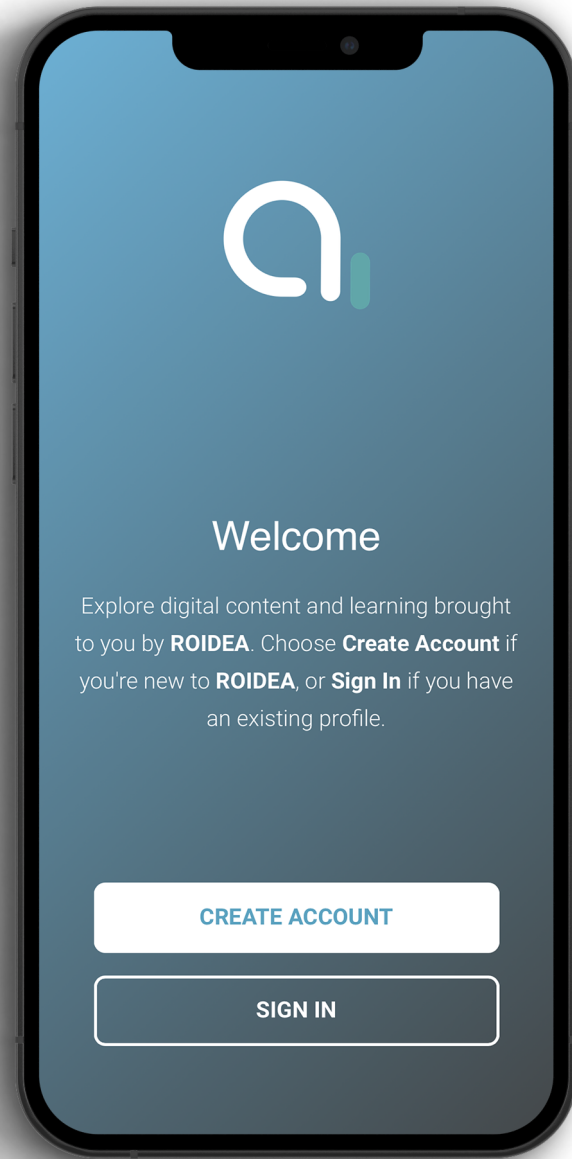
ByteKast App.

A ByteKast App is pre-designed to meet app standards. Brand themes can be applied, but the layout and UI remain consistent across all ByteKast apps. This allows for rapid, tried-and-tested app compiling.

We stay on top of tech trends and continuously build new features. Our foundation allows us to seamlessly syndicate upgrades to all of our ByteKast apps.

ByteKast subscribers benefit from our obsession to build better tech.

ByteKast App

Release Ready.

Once a ByteKast app has been compiled, it can be released:

1. **Publicly:** to the GooglePlay Store & Apple App Store from where can be downloaded onto mobile and tablet devices,

2. **On the web:** as a PWA (Progressive Web App) that can be accessed on browsers, and

3. **Privately:** for distribution via Apple Business Manager, Apple School Manager, or Enterprise Distribution.

The ByteKast Platform

ByteKast Platform

CodoDragon & CodoHyrda.

CodoDragon is a code framework developed by Everyday Digital that we use to build applications and platforms. ByteKast is one of these platforms.
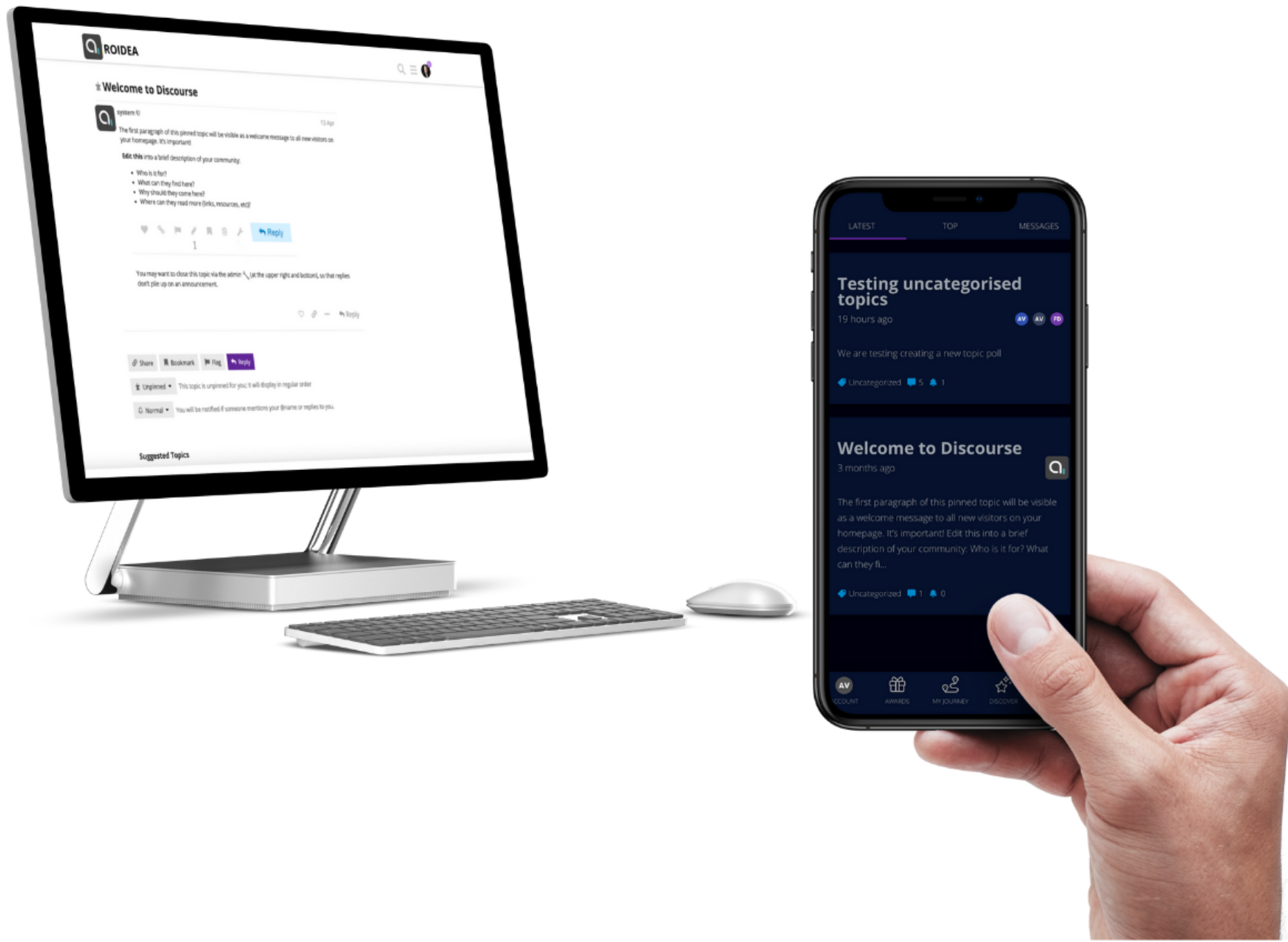
CodoHydra works in tandem with CodoDragon to deliver the end-to-end solution. Dragon and Hydra run off the same database, allowing Hydra apps (mobile) to be managed directly from a Dragon backend (desktop). This allows for streamlined technology and data management that can seamlessly expand to new devices and platforms as conditions evolve.
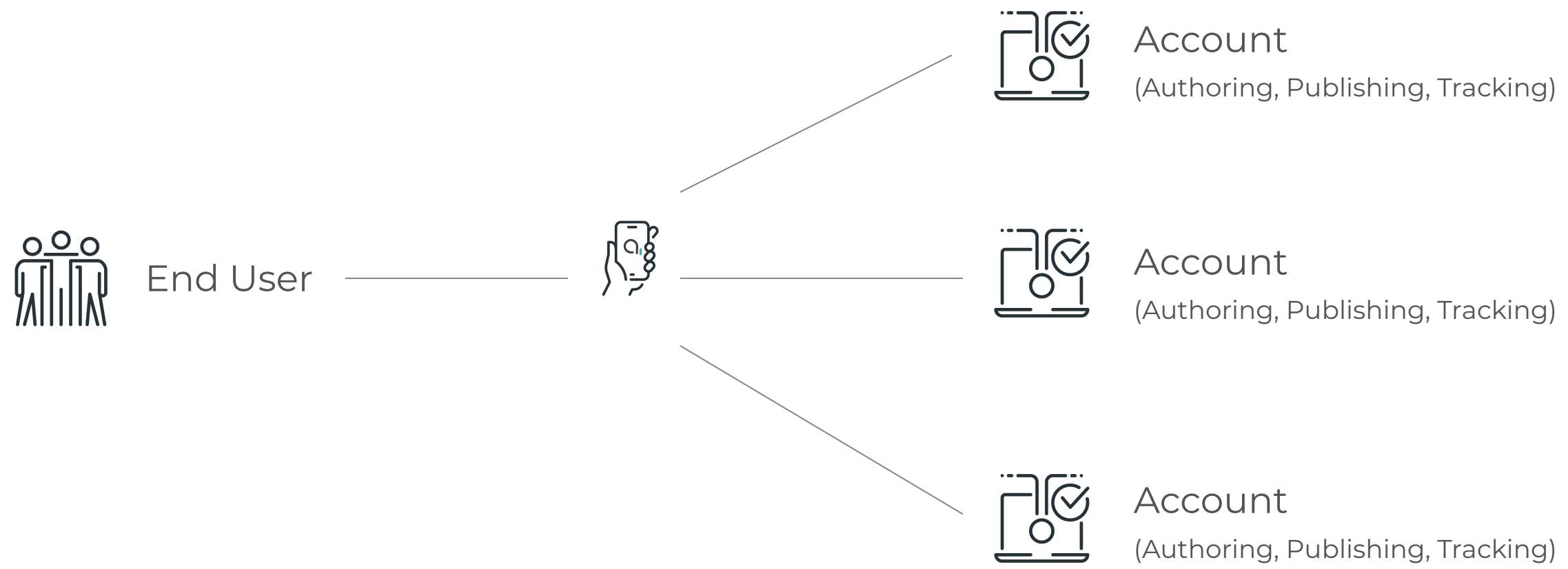
ByteKast Platform

Theme Applied.

Each account gets its own ByteKast app to which content can be published in real-time. A theme is applied by using brand elements, including the chosen colour palette, fonts, and logo.

Accounts, Apps & Subscriptions.

OPTION 1.
1 X App
Multiple Accounts

End User

Account
(Authoring, Publishing, Tracking)

Account
(Authoring, Publishing, Tracking)

Account
(Authoring, Publishing, Tracking)

OPTION 2.
1 X App
1 x Account

End User

Account
(Authoring, Publishing, Tracking)

Account

Your client will get access to your their platform account. Here we will be able to author & publish stories, manage your groups and teams, and track analytics.

App

From the account, we can publish content to the learning app to a specific audience, or for public access. App's can be available for **Android, Apple and/ or web users**, depending on your needs.

Subscription

Subscription details are determined when the platform account is set up. Subscriptions differ according to your subscription tier (as agreed with the client). Tiers are based according to the number of font-end private users.

Different App Flavours

App Flavours get set-up during the App Compile.

Stories (Offline Capabilities)

Includes Learning Stories, Surveys, Assessments & SCORM import.

Stories & Streams

Includes Learning Stories, Surveys, Assessments, SCORM import & Streams.

Stories, Streams & Pathways

Includes Learning Stories, Surveys, Assessments, SCORM import, Streams & Pathways.

Nr. of Users

Tier 1 = 1000
Tier 2 = 3000
Tier 3 = 6000
Enterprise = 6000+

+

App Flavour

1. Stories
2. Stories & Streams
3. Stories, Streams & Pathways

$ COST:
Once Off

=

Subscription

$ COST:
Monthly

Private
Apps

SIGN IN

ACTIVATE ACCOUNT

Not listed on Apple App Store.

Only have a sign-in option.

Require a Apple Business Manager to distribute.

Always released on Google Play with no sign-up option.

Public
Apps

SIGN IN

SIGN UP

Publicly listed on both Apple and Android App Stores.

Have both sign-in and sign-up options.

Can distribute both public and private content.

Do not require Apple Business Manager account.

	Invite-Only App	Public App
Available as a Web App	YES	YES
Available on Apple Store	*YES	YES
Apple review process	YES	YES
Available on Google Play Store	YES	YES
Android review process	YES	YES
User sign-up option (anyone can sign up)	NO	YES
Invite to exclusive content using Groups	YES	YES

* The customer will need to have an Apple Business Manager Account in order to upload an invite-only app to the App Store and make it available only to the users in their organisation.

Public vs Private User Groups.

Publish

Publish your learning by targeting one/many private groups or publish publicly.

Choose the app

your should content should be published to.

Accounts are able to publish to multiple Apps.

Deliver your content to

1. PWA & Desktop

2. Apple

3. Android

Agents & Team Members.

The Agent has to be an individual assigned by the client that is:

1. Responsible for adding, deleting, maintaining all Team Members.

2. Is the primary contact regarding the subscription and account-related matters.

Agents

Team Member's fall part of the back-end team that can have the following user role types:

1. **Admin**
   Full access. Can add new team members, create groups & create workflows.

2. **Publisher**
   Limited access. Can author & publish content, but can't manage users & groups.

3. **Analyser**
   Very limited access. Only has access to analytics.

4. **Data Privacy**
   Access to data privacy checks. Only has access to Analytics, Groups, Data Compliance.

5. **Support**
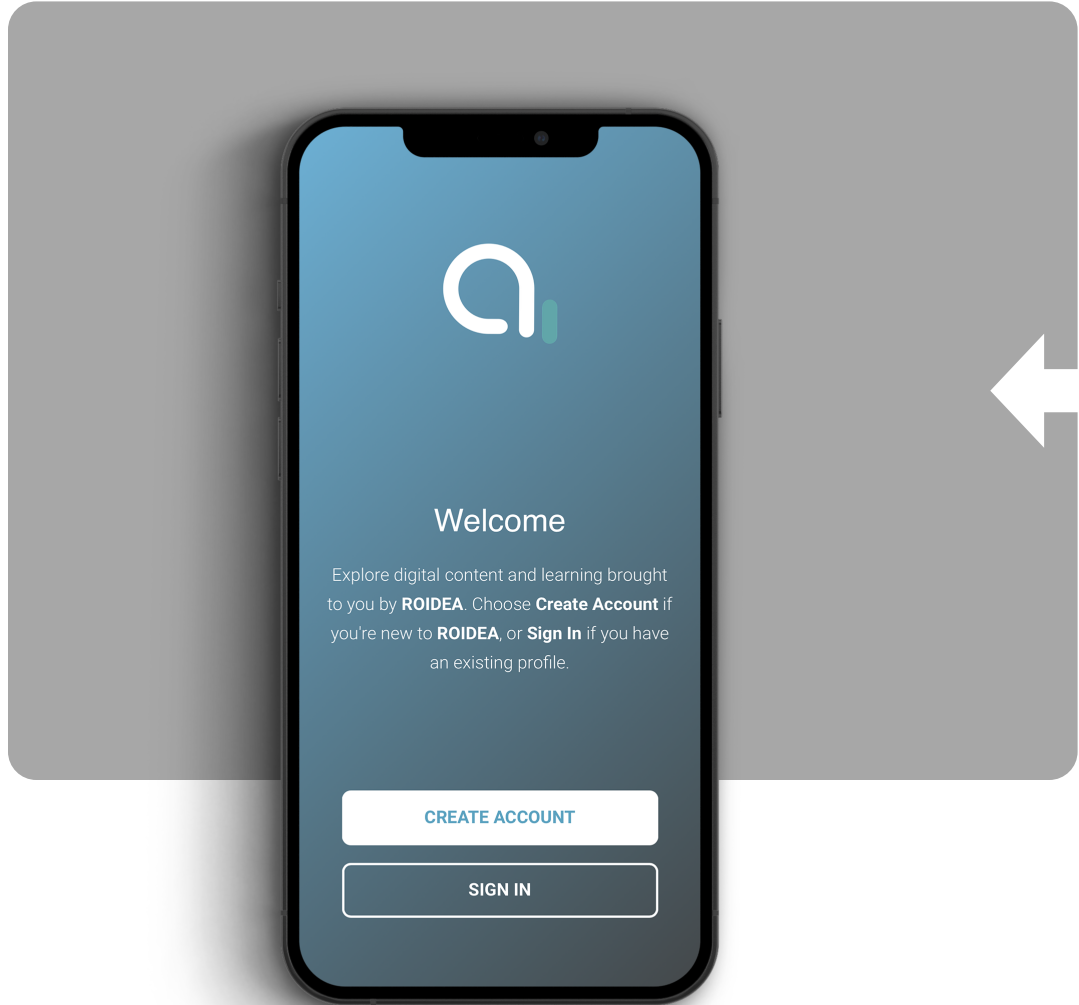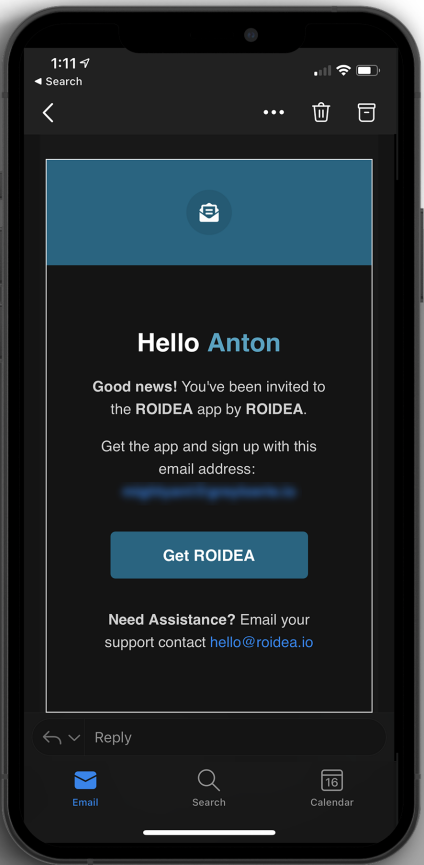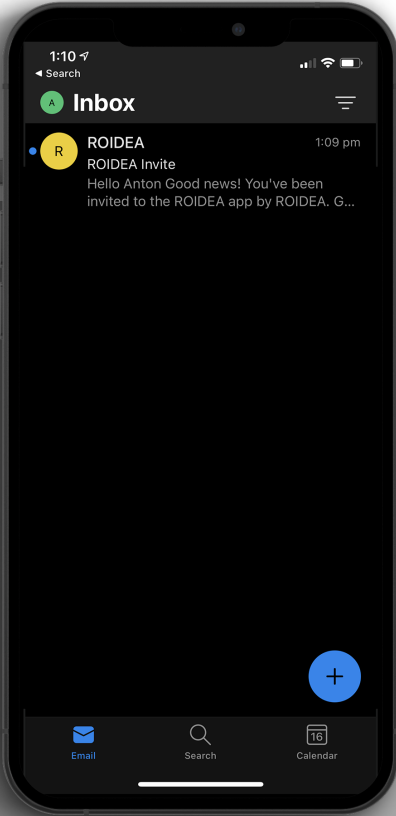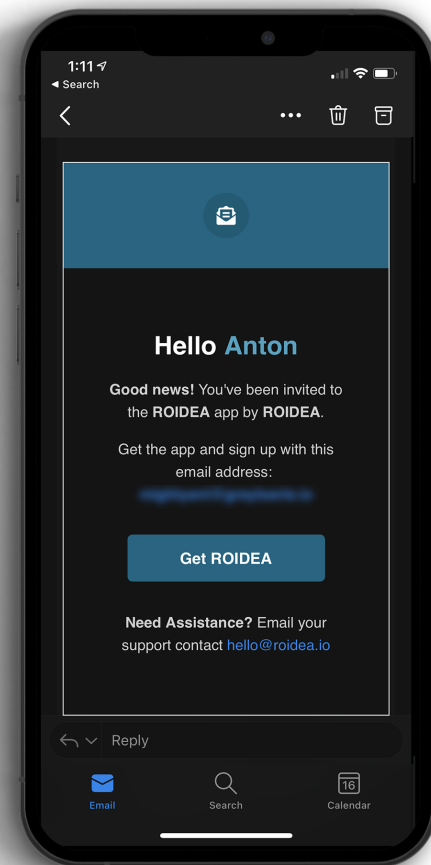   Receives & handles tickets from customers linked to this account.

Agents & Team Members

Team Members

User Sign up/in Guide
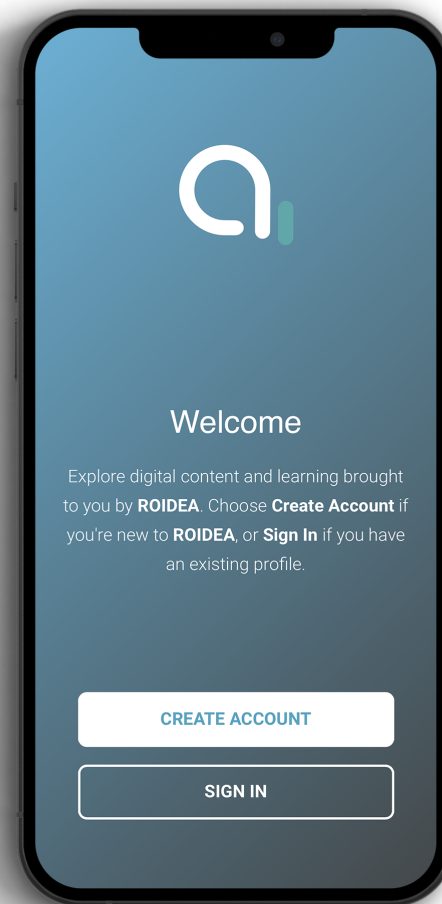
User Sign-up
& Privacy Setting
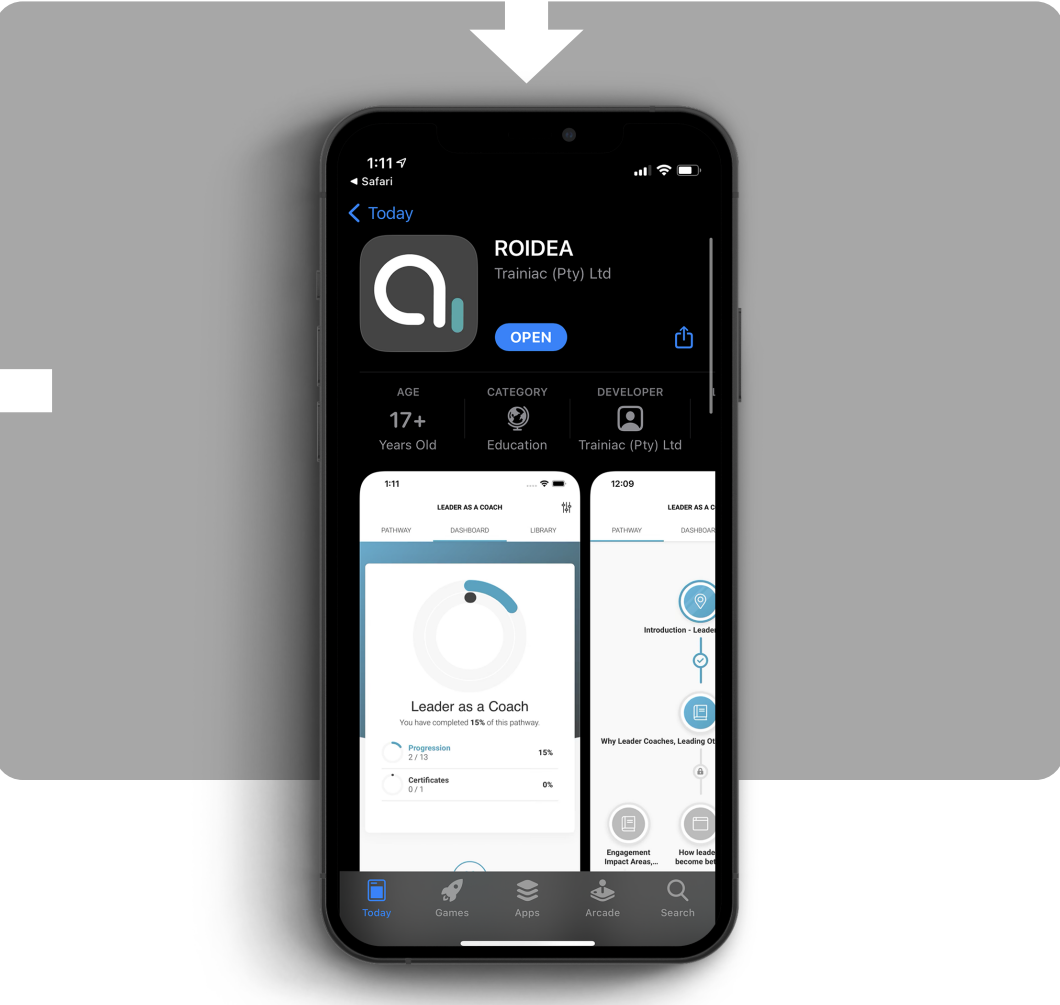
User Onboarding

eMail Invite

1. User gets email invite.

2. Install/Download or access via web.

3. Create Account with the email address that the invite was sent to.

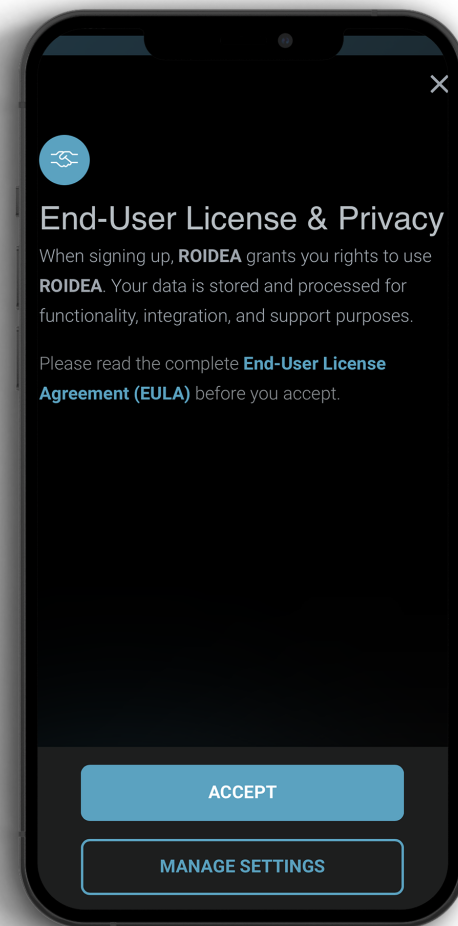4. Choose a password & complete profile.

Create Account / Sign In

A user can create an account in two ways:

1. By signing up to a public learning app.

2. By creating/activating their account when being invited to a learning app.

End-User License & Privacy

When signing up, **ROIDEA** grants you rights to use **ROIDEA**. Your data is stored and processed for functionality, integration, and support purposes.

Please read the complete **End-User License Agreement (EULA)** before you accept.

ACCEPT

MANAGE SETTINGS
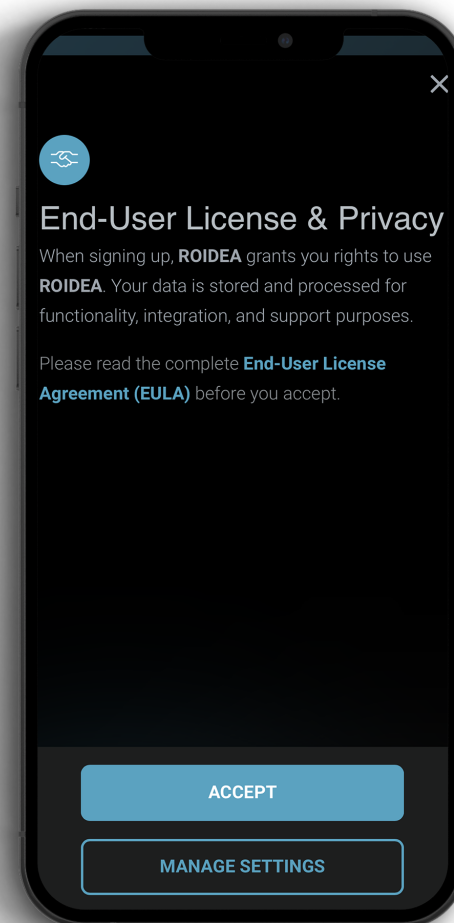
User Onboarding

End-User Licence

Terms & Privacy

End-Users will need to accept App end-user Terms & Conditions.

Privacy Settings

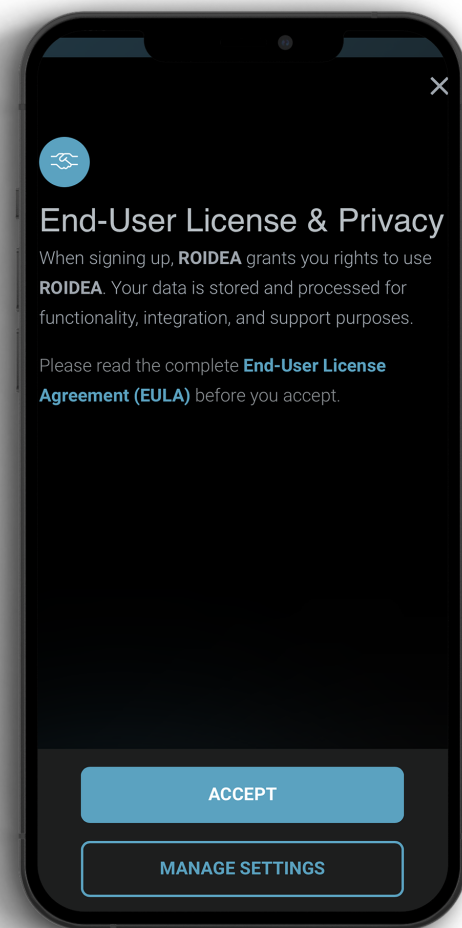End-Users can view and amend their personal privacy settings.

User Onboarding

Personal Data

Personal Data that gets stored and processed includes:

1. Name

2. Age

3. Contact Details

Required:

Personal Data is processed by the following to deliver **functionality**, **support**, **analytics**, **integrations** and **services.**
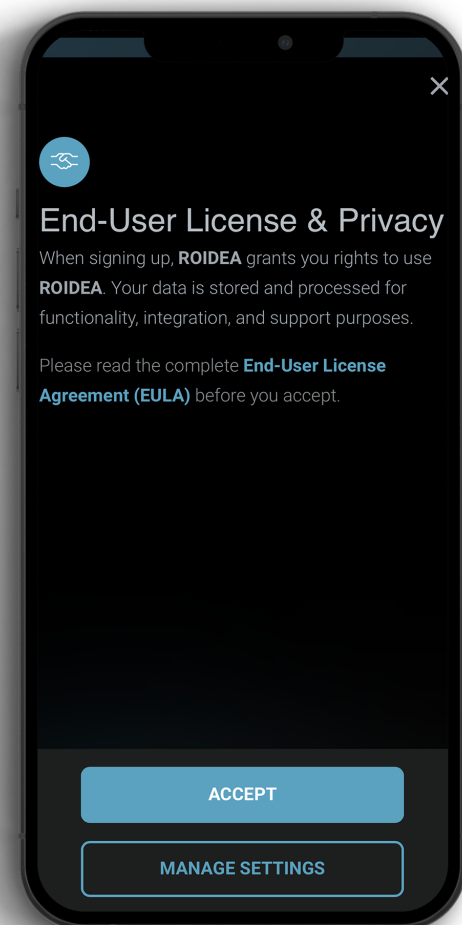
Contact Data

The following contact data gets stored and processed:

1. Email (required)

2. Phone Number (optional)

Required:

Contact Data is processed by the following to deliver personalisation, analytics and functionality.
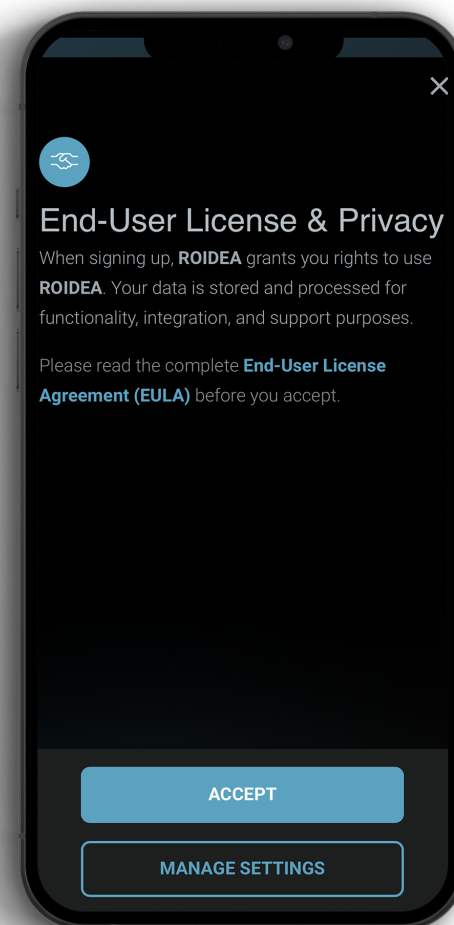
Location Data

The platform stores and processes location data.

This is **OPTIONAL** for the end-user.

Location Data can include:

1. Coarse & Precise Location to the nearest city location for personalisation, functionality, analytics, check-ins and location related activities.

2. Profile Location that can be disclosed within the user profile settings.

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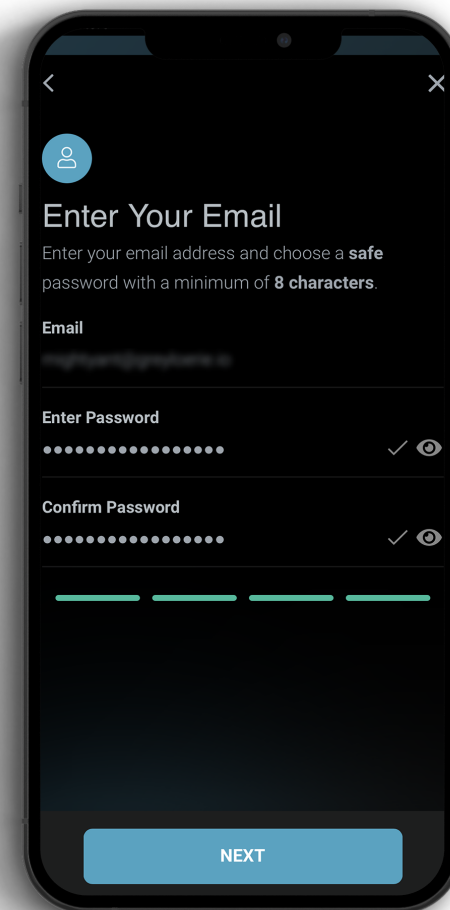
ACCEPT

MANAGE SETTINGS

User Onboarding

Functional Data

The platform stores and processes cookies, security logs and crash reports.

The following is thus **REQUIRED** by the platform:

1. Essential Data like session cookies

2. Security Data required for logins, password resets and login attempts

3. Debug Data required to help resolve service and app issues.

End-User License & Privacy

When signing up, **ROIDEA** grants you rights to use **ROIDEA**. Your data is stored and processed for functionality, integration, and support purposes.

Please read the complete **End-User License Agreement (EULA)** before you accept.

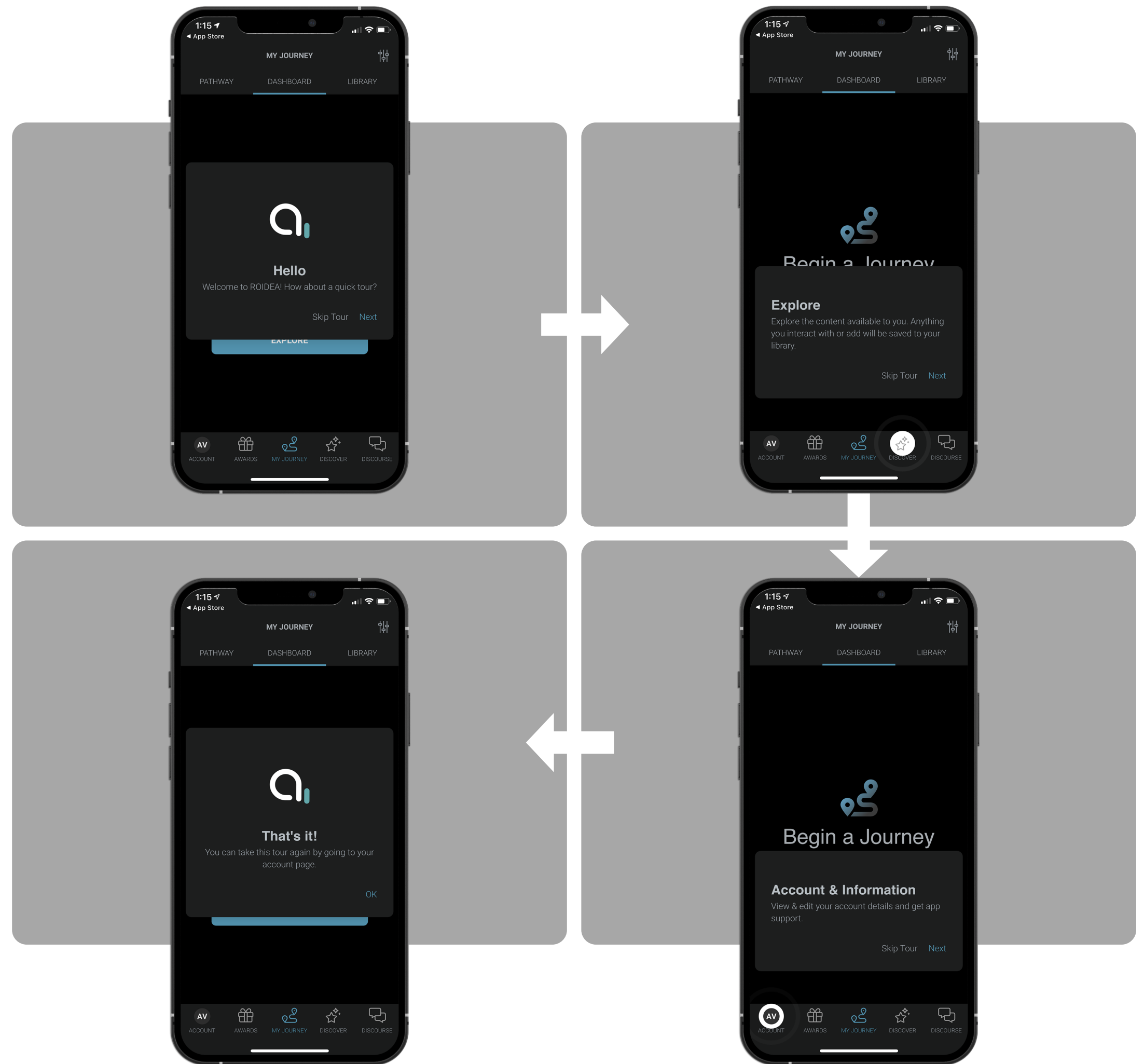**ACCEPT**

MANAGE SETTINGS

User Registration

In order to register to the app the end-user will have to enter the email that the invite was sent to and choose a password with a minimum of **8 characters.**
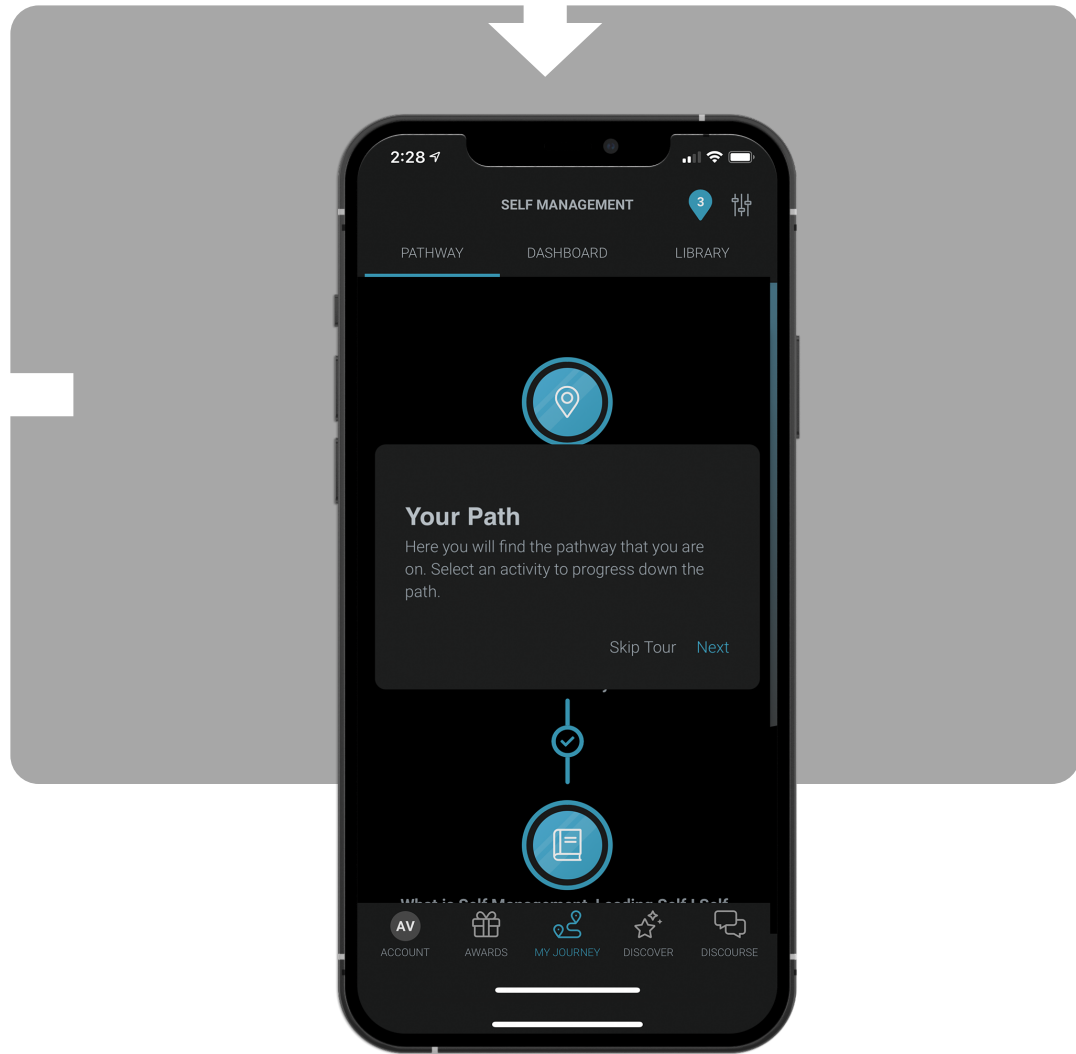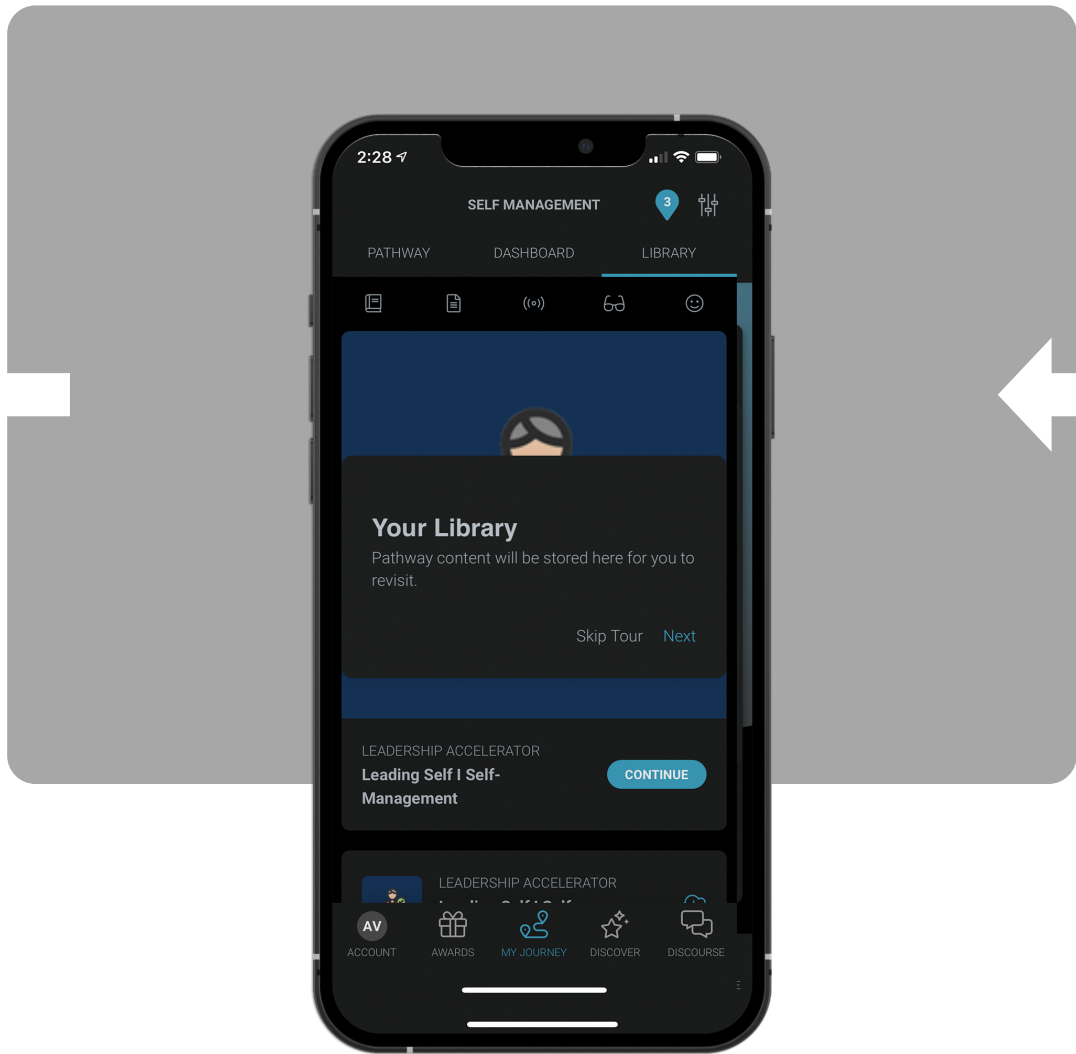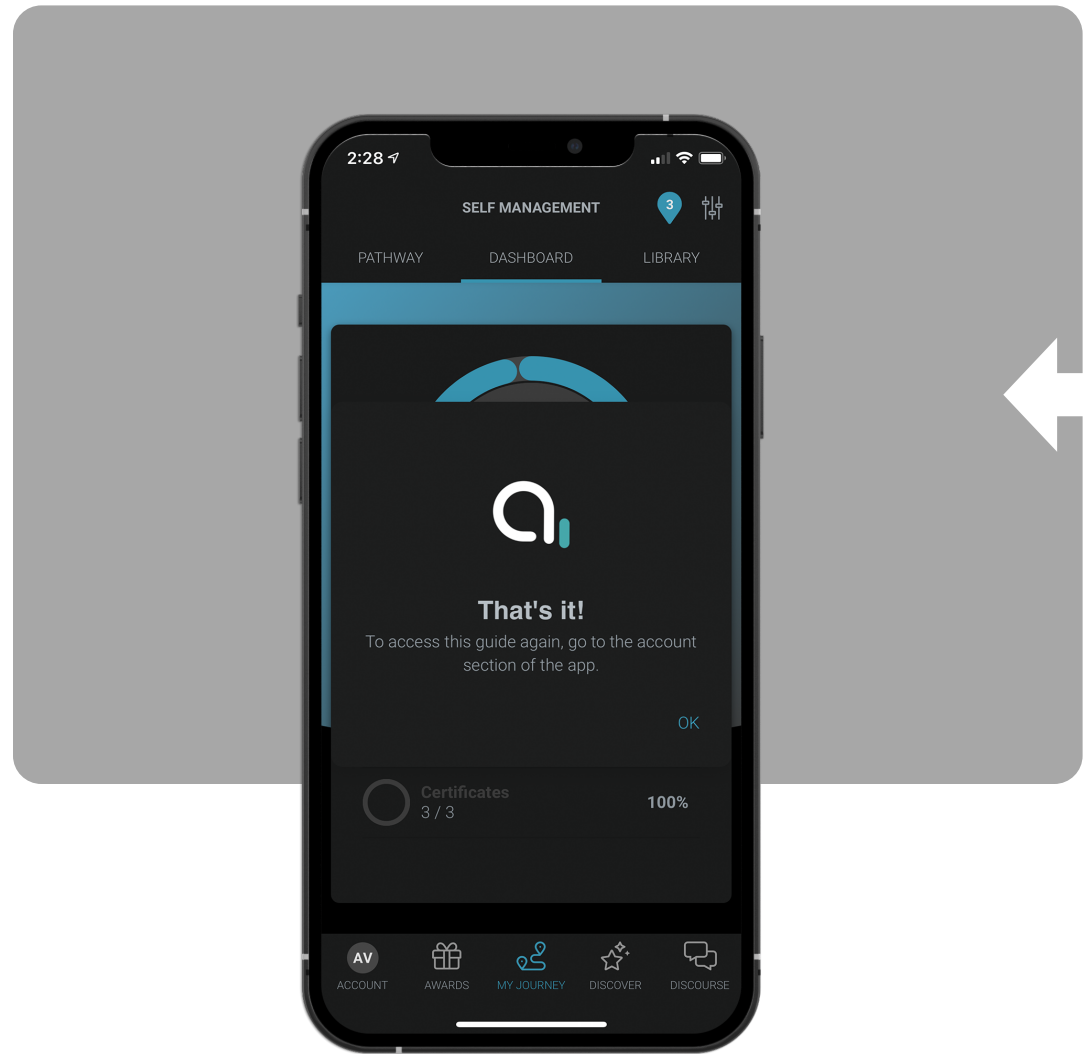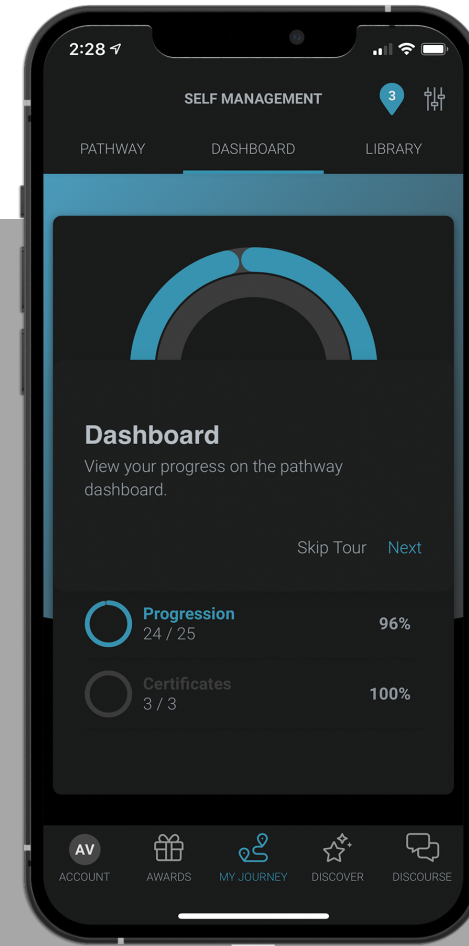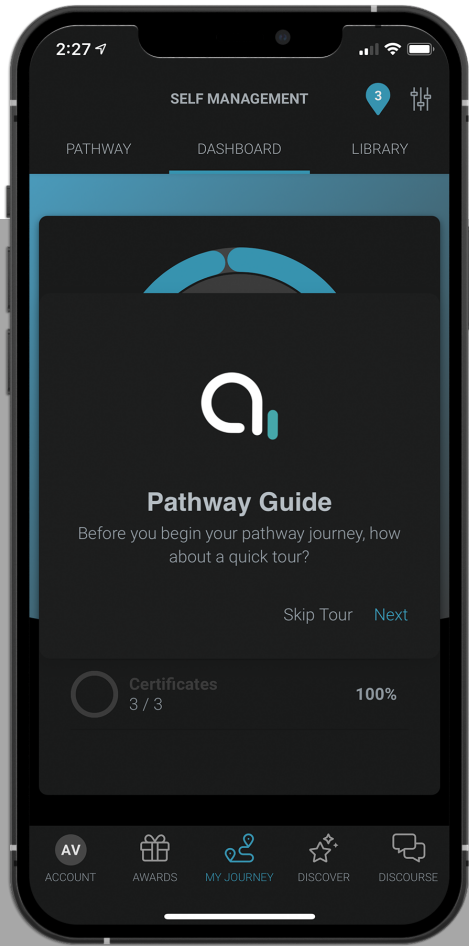
NOTE:

Safe passwords contain numbers, symbols and/or caps, and are not easily guessable or common words.

App Guide

Pathway Guide

End-Users can access their account at any time to do the following:

1. Change/edit name

2. Change/edit profile icon

3. Set parental controls

4. Change/edit password

5. Sign-out

6. View/edit data/privacy settings

7. Request user data

8. Delete app and account data

9. View guided tour

10. Request support

11. Send a debug report
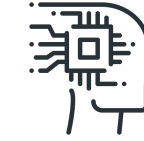
User Onboarding

Account Settings.

Platform Security.

All passwords are **encrypted** with a two-fold irreversible encryption.

All data is securely locked to Enterprise accounts, **preventing scripting attacks**.

The Platform has a **Grade A security** connection.

All connections to and from the app are using **TSL 1.2 with a 2048bit encryption**.

User information such as e-mail or cell phone numbers are **not made public** or visible.

User IDs are also **encrypted** between analytics and the app, preventing user ID sniffing.

The Platform makes constant security improvements based on industry discoveries of vulnerabilities and **new security hardening techniques**.

Servers (**dedicated** servers with 1-Grid) are only accessible by server maintenance staff who are subjected to **biometric security** protocols.

Platform Whitelisting.

Platform Whitelisting

Platform users in a restricted network, or where firewalls and related security measures have been put in place, ByteKast domains and subdomains need to be whitelisted in order to ensure seamless platform functionality.

Please also ensure that all ports are allowed and whitelisting is in place for any ad blockers that are being used.

Web & Sub-domain

Whitelist falko.io / *.falkor.io web domain and sub-domains (* wildcard).

Ensure that the above domains/sub-domains are also whitelisted on any installed ad blockers.

Resolve

(used for ByteKast's chat services, i.e. Resolve & Workflow)

wss://resolve.falkor.io, port 8443
Realtime Device Syncing (to ensure user logs are synced across devices) wss://realtime.falkor.io, port 8443

Port 8443 is an alternative port to secure connections 443

YouTube

If you plan on syndicating or curating YouTube videos you will need to whitelist the YouTube domain. We use YouTube's API and all video is served through the YouTube domain.

Device Requirements.

1. Operating Systems (Mobile & Tablet):
   Apple and **Android** only.

2. Browser Requirement (for Desktop/Web):
   Evergreen browsers (browsers that always receive the latest updates).
   See here: http://outdatedbrowser.com/en

3. Minimum Device OS:
   Android Nougat 7.0+, **Apple iOS 11** (note that ByteKast does not support operating systems that have been deprecated by either Android or Apple and therefore minimum device OS requirements will change accordingly).

4. Minimum Device Memory:
   512MB Ram.

5. Minimum Device Storage:
   2GB.

6. Minimum Available Storage:
   200MB.

8. Access to Connection:
   Device(s) must **connect** to download stories and sync data/results

User Onboarding

Device Requirements.

ByteKast is compatible with most standard devices and the latest operating systems. When users experience issues accessing a story or if the story does not run as intended, this may be due to a device issue and it is best to check that the user meets the current system requirements.

The following minimum system requirements apply to all ByteKast users (end-users and platform backend users). Note that the minimum requirements are regularly updated in order to ensure that the ByteKast platform is up to date with the latest technology.