

Mobile Architecture

Mobile Architecture Document

“ **Project:** {{PROJECT_NAME}} **Version:** {{VERSION}} **Date:** {{DATE}}
Author: {{AUTHOR}} **Status:** Draft | In Review | Approved **Reviewers:** {{REVIEWERS}}

Document History

Version	Date	Author	Changes
0.1	{{DATE}}	{{AUTHOR}}	Initial draft

1. Framework & Rationale

Framework	Pros	Cons	Decision
React Native (Expo)	JS codebase reuse, large ecosystem, OTA updates	Bridge overhead, some native gaps	{{Selected / Rejected}}
Flutter	High performance, consistent UI, strong typing	Dart language, binary size	{{Selected / Rejected}}
Swift (iOS native)	Best iOS performance, latest APIs	iOS only, Swift/ObjC required	{{Selected / Rejected}}
Kotlin (Android native)	Best Android performance, Material 3	Android only	{{Selected / Rejected}}

Selected: {{FRAMEWORK}} **Version:** {{VERSION}} **Rationale:**

“ TODO: 3-5 sentences explaining the final decision including team skills and project requirements.

Runtime environment:

- Min iOS: `{{iOS 16}}`
- Min Android: `{{Android 10 (API 29)}}`
- Target SDK: `{{Android 34 | iOS 17}}`

2. Project Structure

```
{{PROJECT_NAME}}/  
├─ src/  
│   ├─ app/           # Expo Router routes (file-based) or React Navigation config  
│   ├─ screens/       # Full-screen components  
│   │   ├─ auth/  
│   │   ├─ home/  
│   │   └─ settings/  
│   ├─ components/  
│   │   ├─ ui/         # Design system primitives  
│   │   └─ features/   # Feature-specific components  
│   ├─ navigation/    # Navigator definitions, types  
│   ├─ hooks/         # Shared custom hooks  
│   ├─ services/      # API client, native integrations  
│   ├─ stores/        # State management slices  
│   ├─ utils/         # Pure helpers  
│   ├─ constants/    # App-wide constants  
│   └─ types/        # TypeScript interfaces  
├─ ios/              # iOS native code (Xcode project)  
├─ android/         # Android native code (Gradle project)  
├─ assets/          # Images, fonts, icons  
├─ app.config.ts    # Expo config or equivalent  
└─ package.json
```

TODO: Update to match actual project structure.

3. Navigation Architecture

```
graph TD  
  Root["Root Navigator"] --> Auth["Auth Stack\n(Unauthenticated)"]
```

```
Root --> App["App Navigator\n(Authenticated)"]
```

```
Auth --> Login["Login Screen"]
```

```
Auth --> Register["Register Screen"]
```

```
Auth --> ForgotPassword["Forgot Password"]
```

```
App --> BottomTabs["Bottom Tab Navigator"]
```

```
App --> Modal["Modal Stack"]
```

```
BottomTabs --> Home["Home Tab\n(Stack)"]
```

```
BottomTabs --> Explore["Explore Tab\n(Stack)"]
```

```
BottomTabs --> Profile["Profile Tab\n(Stack)"]
```

```
BottomTabs --> Settings["Settings Tab\n(Stack)"]
```

```
Home --> HomeScreen["Home Screen"]
```

```
Home --> DetailScreen["Detail Screen"]
```

```
Modal --> ImageViewer["Image Viewer"]
```

```
Modal --> ShareSheet["Share Sheet"]
```

Navigation library: `{{React Navigation v7 | Expo Router v4}}`

Deep link handling:

- URL scheme: `{{appname://}}`
- Universal links: `{{https://app.domain.com}}`
- See `push-notification-design.md` for notification deep links

Auth flow: Root navigator listens to auth state — no manual navigation required on login/logout.

4. Platform-Specific Considerations

Concern	iOS	Android	Solution
Back gesture	Swipe from edge	Back button + gesture	<code>hardwareBackPressed</code> handler
Status bar	Overlaps content	Separate space	<code>SafeAreaView</code> + <code>StatusBar</code>
Permissions model	Request at use time	Request at use time + Manifest	<code>react-native-permissions</code>
Push notifications	APNs	FCM	Abstraction layer
Keyboard behavior	Push up content	May or may not push	<code>KeyboardAvoidingView</code>

Concern	iOS	Android	Solution
Font rendering	System fonts crisp	Sub-pixel differences	Custom font loading
Haptics	<code>UIFeedbackGenerator</code>	<code>Vibrator</code> API	<code>expo-haptics</code>
Secure storage	Keychain	Keystore	<code>expo-secure-store</code>

TODO: Add platform differences discovered during development.

5. Build Variants & Flavors

Variant	Bundle ID	API URL	Debug	Analytics	Push Env
Dev	<code>{{com.company.app.dev}}</code>	<code>http://localhost:4000</code>	Yes	Off	Development
Staging	<code>{{com.company.app.staging}}</code>	<code>https://api-staging.domain.com</code>	No	Off	Development
Production	<code>{{com.company.app}}</code>	<code>https://api.domain.com</code>	No	Yes	Production

Environment variable handling: `{{expo-constants | react-native-config}}`

TODO: Link to `.env.example` for each variant.

6. Code Sharing Strategy

```

shared/      # 80% of codebase – platform-agnostic logic
├─ hooks/    # Custom hooks
├─ services/ # API, storage abstractions
├─ stores/   # State management
└─ utils/    # Pure utilities

platform/
├─ ios/      # iOS-specific implementations
└─ android/  # Android-specific implementations

components/
├─ Button.tsx      # Shared component
├─ Button.ios.tsx  # iOS-specific override (if needed)

```

└─ Button.android.tsx # Android-specific override (if needed)

Platform file resolution: Bundler automatically resolves `.ios.tsx` / `.android.tsx` before `.tsx`.

7. Native Module Integration

Module	Purpose	Source	Platform
<code>expo-camera</code>	QR scanning, photo capture	Expo SDK	Both
<code>expo-location</code>	Geolocation	Expo SDK	Both
<code>expo-notifications</code>	Push notifications	Expo SDK	Both
<code>expo-secure-store</code>	Keychain/Keystore	Expo SDK	Both
<code>expo-biometrics</code>	Face ID / fingerprint	Expo SDK	Both
<code>{{custom-native-module}}</code>	<code>{{PURPOSE}}</code>	Custom	<code>{{iOS/Android/Both}}</code>

New native module process:

1. Evaluate if Expo SDK covers the need
2. Check community modules (well-maintained, typed)
3. Write custom module as last resort
4. Native module must have TypeScript wrapper with full types

8. Performance Optimization Strategy

Strategy	Implementation	Status
JS thread optimization	Move heavy computation to worklets (Reanimated)	<code>{{Done/Planned}}</code>
Image caching	<code>expo-image</code> with disk cache	<code>{{Done/Planned}}</code>
List performance	<code>FlashList</code> instead of <code>FlatList</code>	<code>{{Done/Planned}}</code>
Bundle size	Hermes engine enabled, tree shaking	<code>{{Done/Planned}}</code>
JS startup time	Lazy loading of non-critical screens	<code>{{Done/Planned}}</code>
Memory management	Subscription cleanup in <code>useEffect</code>	<code>{{Done/Planned}}</code>
Render optimization	<code>React.memo</code> , <code>useCallback</code> on list items	<code>{{Done/Planned}}</code>

Performance targets:

- App cold start to interactive: < 2 seconds
- Screen transition: < 300ms
- List scroll: 60fps (120fps on ProMotion)
- Bundle size: < 20MB (iOS), < 15MB (Android)

9. Crash Reporting & Analytics Integration

Service	Purpose	Library
<code>@@Sentry</code>	Crash reporting, error tracking	<code>@sentry/react-native</code>
<code>@@Firebase Analytics</code>	User analytics, funnel tracking	<code>@react-native-firebase/analytics</code>
<code>@@Datadog</code>	APM, performance monitoring	<code>@datadog/mobile-react-native</code>

Privacy rules:

- No PII in analytics events
- User ID: hashed, not raw
- Comply with GDPR — analytics requires consent
- Crash reports: scrub sensitive data from breadcrumbs

Event naming convention: `{screen}_{action}` — e.g., `checkout_payment_started`

10. CI/CD for Mobile

flowchart LR

```

PR["Pull Request"] --> UnitTests["Unit Tests\n(Jest)"]
UnitTests --> E2ETests["E2E Tests\n(Detox / Maestro)"]
E2ETests --> Build["Build\n(EAS Build / Fastlane)"]
Build --> Distribute["Distribute\n(TestFlight / Firebase App Distrib)"]
Distribute --> QA["QA Approval"]
QA --> Store["Store Submission\n(EAS Submit / Fastlane deliver)"]

```

Stage	Tool	Trigger
Build	<code>@@EAS Build / Fastlane</code>	Push to <code>main</code> or <code>release/*</code>
Test distribution	<code>@@TestFlight / Firebase App Distribution</code>	Every staging build

Stage	Tool	Trigger
E2E tests	{{Detox / Maestro}}	PR checks
App Store submit	{{EAS Submit / Fastlane deliver}}	Manual trigger (release manager)
Code signing	{{Expo managed / Fastlane match}}	Automated

TODO: Link to CI configuration files in `.github/workflows/` or Fastfile.

11. Architecture Diagram

```

graph TB
  subgraph "Mobile App"
    UI["Screens & Components"]
    Nav["Navigation Layer"]
    State["State Management"]
    Services["Service Layer"]
    Native["Native Modules"]
  end

  subgraph "External"
    API["REST API"]
    Auth["Auth Service"]
    Push["Push Service\n(APNs / FCM)"]
    Analytics["Analytics\n(Firebase / Sentry)"]
  end

  UI --> Nav
  UI --> State
  State --> Services
  Services --> API
  Services --> Auth
  Native --> Push
  Services --> Analytics

```

Approval

Role	Name	Date	Signature
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Author			
Mobile Lead			
Tech Lead			
Product Owner			

Revision #3

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