

(HelthME) Application Timeline Updates and Workflow

Weeks	Description
Week 1-2 -Research Gathering and Planning	<ul style="list-style-type: none"> • researching must necessary for user's needs, educational standards, and an effective learning method to ensure the app's content is captivating. • Identifying key concepts are included and interactive elements for each subject.
Week 3-4 - Research Compilation and Analysis	<ul style="list-style-type: none"> • Accumulating information in different application • collect relevant information organized, ensuring accuracy and completeness.
Week 5-6 – UI design	<ul style="list-style-type: none"> • Presentation and development proposal • present a project outline with supporting visuals. • User Interface Design for smooth of use • Designing a user-friendly interface prioritizing accessibility and clarity
Week 6-10 Development	<p>Technical Tasks</p> <p>Install Flutter Development Kit</p> <ul style="list-style-type: none"> o Set up the Flutter SDK for development. <p>Download and configure the Flutter toolkit.</p> <p>Set Up Android Studio</p> <p>Install the Android Studio IDE.</p> <p>Download and configure Android Studio for project development.</p>

Project Delays:

Postponed Due to some University Events

Paused Due to Midterm Examination

Delayed with no further updates because of exams.

No updates due to overlapping project timelines.