Notebook README

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Notebook is a mobile application that is compatible across all Android and IOS devices. Before logging in to the app, users can create a new account where they provide basic information about themselves including their username, and password. Once they log in to the app with their new account, users are prompted with a home screen that has the 4 years you are in high school. When pressed, 6 icons then show up where you can press to add different artifacts such as academic achievements and community service. The app also includes a bug reporting system that alerts the app developers of any potential issues in the programming of the app.

Features
● Designed for all Android and IOS devices
● Option to export resume which includes all important information in account
● Option to contact app developers for reporting bugs within the system
● Students can add awards, extracurricular activities, work experience, volunteer experience, clubs, and classes to their portfolio

Instructions to Run
● Topic/Problem: Many high school students do not have the proper outlet to compile their achievements and activities in an aesthetic, easy-to-use manner. Having a place to store all of their high school artifacts could help students when they are filling out college applications and applying to jobs or internships.
● This topic is addressed through the pages in our application where the student can add academic achievements, athletic participation, performing art experiences, clubs and organizations, community service, and honors classes to keep track of their high school experiences.
● This mobile application was developed in flutter using visual studio code. Our app can be downloaded and run across all Android and IOS devices.
● To run the application, you can download the .zip file from this README and open the file using the newest version of Visual Studio Code
● Manual Installation Instructions - https://github.com/karliekroening/notebook

Asset Package

Resources Used
● Canva - https://www.canva.com/
We used Canva to draw the logo and icon for our app.
● Figma - https://www.figma.com/
We used Figma to create a wireframe for the entire app and plan out each
page before we started programming.
● Visual Studio Code - https://code.visualstudio.com
We built and tested the application in Visual studio code.
● YouTube - https://www.youtube.com/
We used YouTube tutorials to learn how to implement certain features
within our app, such as exporting and sharing resumes to Instagram, and emailing
bug reports from users to the app developers.

References
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urces/Individual%20Guidelines/Presentation%20Events/Mobile-Application-Development.pdf
● "Tips for Mobile Application Development | Ft. Mukul Koirala." Texas FBLA Area
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