Project Overview

Design and build a data-storytelling web app using **Streamlit**. Your app should load a real, public dataset, clean and analyze it, and present an interactive **dashboard** that guides users through a clear **narrative** (problem → analysis → insights → implications). The focus is on **storytelling**: each chart, metric, and interaction should support the narrative and answer specific user questions.

Approved data portals (choose one dataset or a small, coherent bundle from one source): - French open data:

https://www.data.gouv.fr/datasets

https://gd4h.ecologie.gouv.fr/en/catalogue

https://data.europa.eu/data/combined?locale=en

Tip: Prefer datasets with reasonable size, a clear domain question, and meaningful time/geo dimensions.

Learning Objectives

By the end of the project, you should be able to: - Frame a data question and turn it into a **story arc** with audiences and takeaways. - **Ingest, clean, and validate** open data; document assumptions and caveats. - Build an **interactive dashboard** in Streamlit with clear UX and performance best practices. - Apply **EDA** and light analytics (group-bys, joins, aggregations, simple models where relevant). - Communicate insights visually using appropriate **charts, maps, and annotations**. - Package and ship a reproducible app with a **README**.

Deliverables

1. **Streamlit app** (deployable) with a coherent narrative and interactive components.
2. **Short demo video** (2–4 minutes) walking through the story and interactions.
3. **Files included inside the zip file**
   - **Dataset / Link used**
   - **Readme**
   - **Python code**
4. **File name : Example**
   - **StreamlitApp25APP_20000_NOM_BDML2.zip**