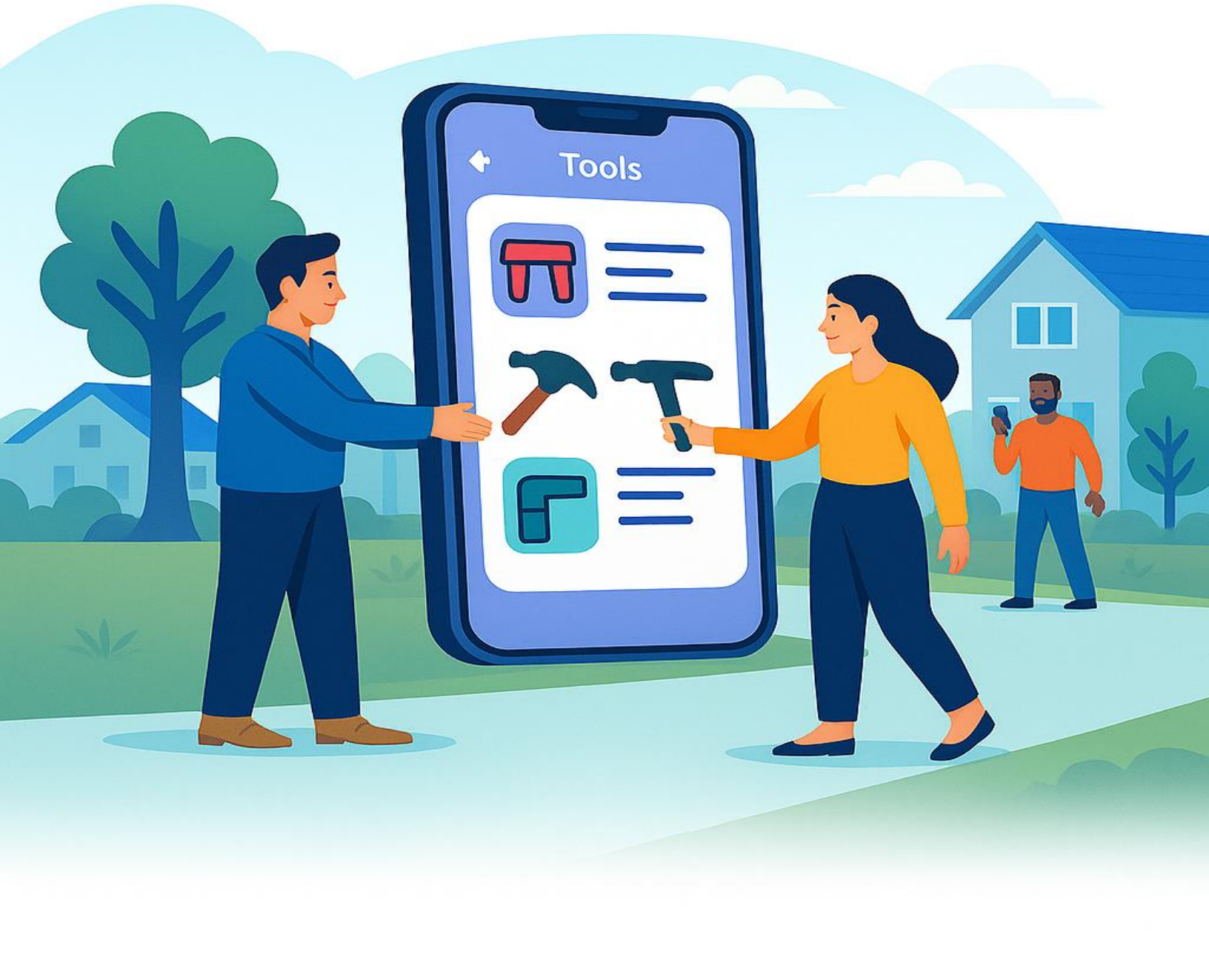
CONNECT TOOLS

SHARE. SAVE. CONNECT.



Digital Egypt Pioneers Initiative (DEPI) – Round 3

Project Title: Connect Tools - Community Tools Sharing App

Track: Mobile Application Development (Flutter)

Date: November 2025

Instructor: Eng. Mohammed Elshehawy

Team Members:

Abanoub Romany **(Team Leader)**

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Project Overview

Connect Tools is a mobile application built with Flutter that allows people living in the same area to share tools and equipment by lending or renting them instead of buying rarely used tools. users can borrow them from nearby neighbors. The app aims to reduce costs, promote trust between neighbors, and encourage sustainable consumption.

Project Objectives

- Enable users to easily borrow tools available nearby.
- Simplify communication and sharing between neighbors.
- Build trust system using user ratings and verification
- Reduce waste and promote reuse within the community.

Scope

- User registration and ID verification.
- Adding and browsing tools with details (price, condition, duration).
- Booking and managing borrowing requests.
- Notifications and ratings system.
- Integration with Google Map

Tools & Technologies

- Frontend: Flutter
- Backend: Firebase (Auth, Firestore, Storage, Cloud Messaging)
- APIs: Google Maps API
- Design: Figma
- Version Control: GitHub

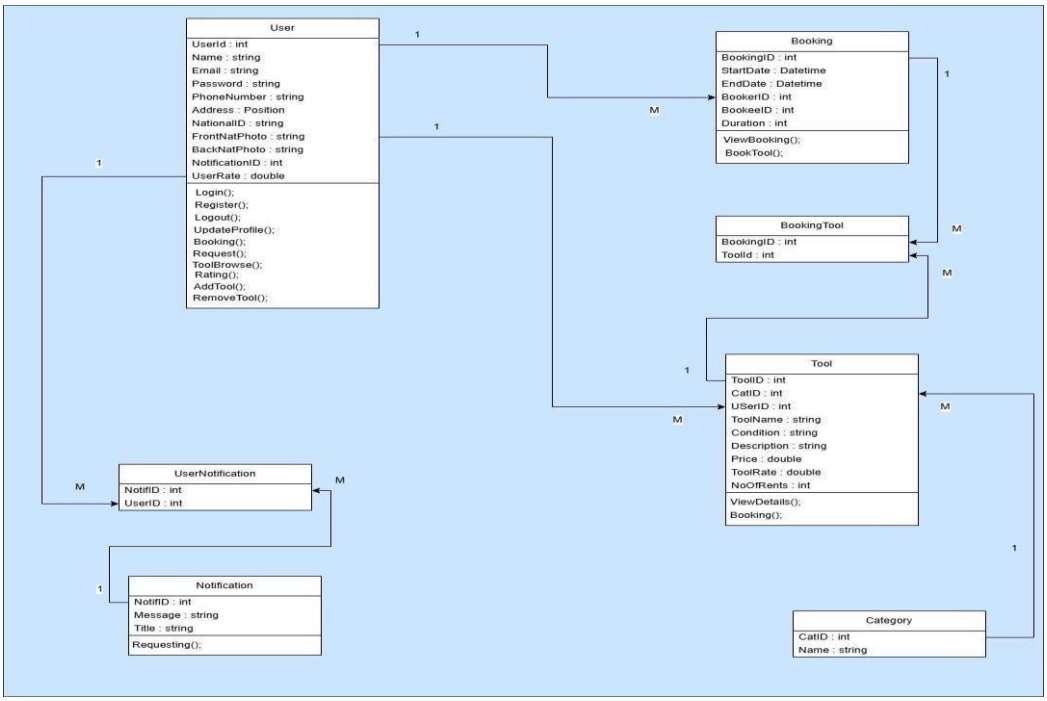
Stakeholder Analysis

Stakehold	*Role*	*Description*
Users (Neighbors)	Primary users	Use the app to borrow or lend tools.
App Administrator	System Management	Manages users, tools, and requests.
Development Team	Creators	Develops, maintains, and tests the app.

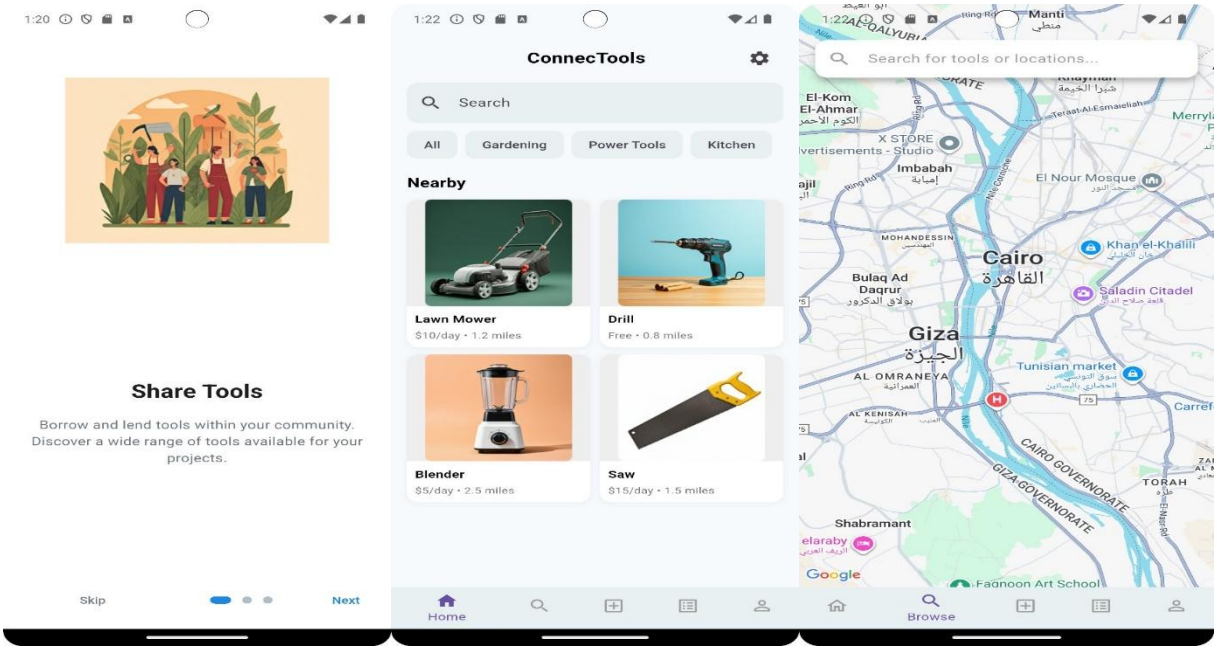
Project Planning (timeline)

Phase	*Duration*	*Description*
Planning & Research	Week 1	Define Objectives, Requirements, and app features.
Design & Analysis	Week 2	Create wireframes and UI designs using Figma. Prepare database structure and user flow.
Development Phase 1	Week 3 – 5	Build main app features in Flutter (Authentication, Add Tool, Home, Profile).
Development Phase 2	Week 6	Implement advanced features (Map View, Booking System, Notifications).
Testing & Debugging	Week 7	Test all app functions, fix bugs, and ensure performance consistency.
Launch & Maintenance	Week 8	Final delivery, prepare documentation, and polish UI for submission.

Database Design



UI/UX Design

Scope of Project Pages:

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