MONQID

Project Title:

MonQiD



Team Information:

-Nail: Web Dev

-Ali: Mobile Dev

-Hamza: UI/UX Designer

-Wassim: Graphic Designer

-Akram: Adviser

Introduction:

This documentation presents the MonQiD project, which was developed by a dedicated team to address a pressing issue.

Problem Statement:

The problem we aimed to solve is the dissemination of fake news about the Palestinian people. Our goal was to spread authentic information, provide offline support due to the lack of internet access, and offer safety guides.

Project Goal:

Our project aims to help the Palestinian people by:

Sharing real and comprehensive news not covered by social media and the press.

Providing offline access to essential survival guides.

Solution Description:

MonQiD is a multi-platform solution with the following components:

Mobile App: The app offers offline access to vital survival guides. It also includes a blog section to share real news and perspectives not commonly found in mainstream media.

Website: The website complements the app and serves as a platform for sharing authentic news and information.

Key Features:

Offline survival guides on the mobile app.

Blog section for sharing real news and alternative perspectives on the website.

Technology Stack:

Mobile App: Flutter and Dart.

Website: HTML, CSS, JavaScript.

Data Sources (if applicable):

We collect and curate data from reliable sources to provide accurate news

and information.

Implementation Details:

The development process involved creating a mobile app using Flutter and

Dart, as well as a website using HTML, CSS, and JavaScript. We encountered

challenges, such as the need to counteract the spread of fake news.

Demo/Use Case:

We are currently in the testing phase, and we will provide a demo and use

case scenarios once testing is complete.

Results and Impact:

We are yet to measure the results and impact of our project, which will

depend on user feedback and usage statistics.

Future Enhancements:

In the future, we plan to improve the project based on user feedback. This may include additional features, bug fixes, and scalability considerations.

Acknowledgments:

We'd like to thank "Code For Qods" for hosting this event and providing us with the opportunity to work on this important project.

References:

GitHub repository: www.github.com/NailNilo/Code-For-Qods-Hackathon

Prototype: www.youtube.com/watch?v=DcdfZljlbzc&ab_channel=NailNilo

Figma: https://www.figma.com/file/L7fyVFmcfVGmniVO5LhsHj/Help-

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