Sustainable Living Challenges for a Cause

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Shameem Shaik

Introduction

- Our project, "Sustainable Living Challenges for a Cause," aims to harness the power of technology to inspire and empower individuals to embrace sustainable living practices. Through an innovative mobile application, we seek to raise awareness, educate, and motivate users to make conscious choices that contribute to a more sustainable future.

- With our app, users will have the opportunity to engage in various challenges designed to promote eco-friendly habits, reduce waste, conserve resources, and mitigate environmental impact. By participating in these challenges, users not only improve their own well-being but also play a vital role in safeguarding the planet for future generations.

Project Background

- In today's world, sustainable living has become increasingly crucial as we face environmental, social, and economic challenges. Rapid urbanization, climate change, resource depletion, and pollution are among the pressing issues threatening the planet's health and well-being. In response, individuals, communities, and organizations are actively seeking ways to adopt more sustainable lifestyles and practices. Our project aims to address these challenges by developing a mobile application that encourages and empowers users to embrace sustainable living habits. Through innovative features and engaging content, we strive to raise awareness, promote behavior change, and contribute to a more sustainable future for all."

Problem statement

- Addressing these challenges requires innovative approaches that empower individuals to embrace sustainable living practices effectively. By leveraging technology and fostering community engagement, it is possible to overcome barriers, raise awareness, and facilitate behavior change towards a more sustainable future.

- The Sustainable Living Challenges for a Cause project aims to tackle these issues by developing an Android application that educates, motivates, and supports users in adopting sustainable behaviors. Through gamification, social sharing features, and personalized recommendations, the app seeks to inspire and empower individuals to make meaningful contributions to environmental conservation and social responsibility.

Methodology

- Our approach to building the app starts with careful planning and understanding what our users need. We talk to people, ask questions, and do research to figure out how to make the app helpful for them. We're using the UI/UX part with the help of Figma for making the app look nice and Android Studio for making sure everything works smoothly behind the scenes. We also use Firebase Authentication to organize all the information people put into the app.
- Once we have a good plan, we start building the app. We make sure the app looks good and works well on the outside with Figma, while Android Studio helps us handle everything inside. With Firebase Authentication, we keep all the information safe and organized. After testing and getting feedback from users, we make any necessary changes to improve the app.

Technology

- Front end- UI&UX wireframe
- Backend- Android studio
- Database- Firebase

Experiments

- Enhancing App Features Based on User Feedback
- Gathering feedback from both the poster presentation and classmates who have used the app provides valuable insights into areas for improvement. By organizing and analyzing this feedback, common themes and recurring issues can be identified, forming the basis for prioritizing enhancements. Through this process, critical feedback points with the greatest impact on the user experience are determined and targeted for improvement, ensuring that resources are allocated effectively.
- Taking an iterative design approach allows for focused improvements to be made to specific features of the app. By implementing changes incrementally and testing them with a smaller group of users, the effectiveness of these enhancements can be assessed more efficiently. This approach also facilitates validation of improvements through additional feedback gathering, enabling iterative refinement until the desired user experience is achieved.

Experiments

- Throughout the improvement process, maintaining a user-centric focus is paramount. By keeping user needs and preferences at the forefront of the design process, proposed enhancements are aligned with the overarching goals of the app. This ensures that improvements not only address identified issues but also contribute to enhancing the overall user experience, resulting in a more effective and user-friendly solution.

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Have a compost bin, start composting

Two month challenge

Tips

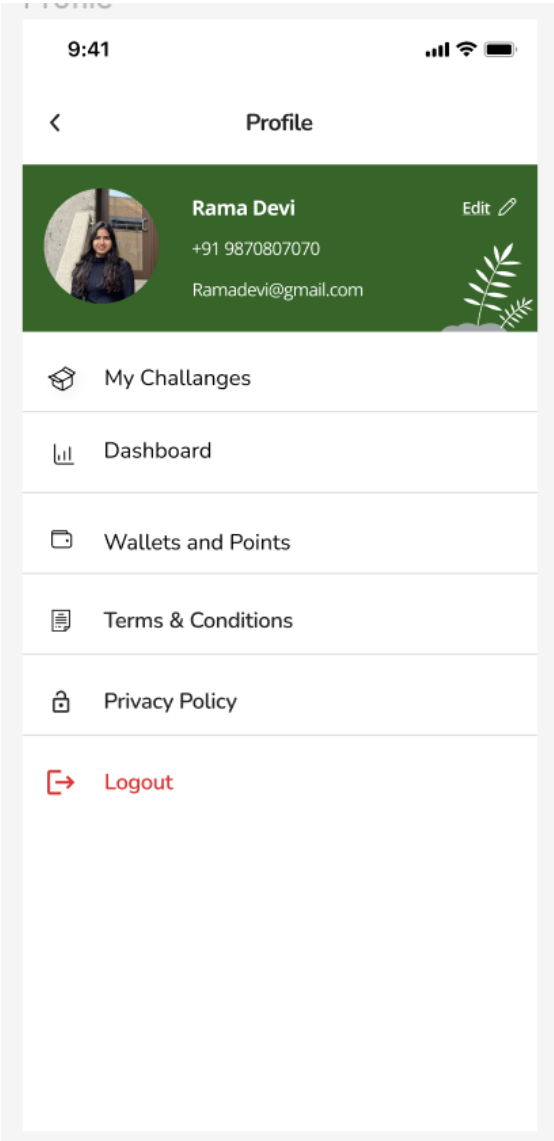
Having a Compost Bin will improve your soil health as it Helps retain moisture and nutrients That is essential for a healthy garden

What you learn challange?

- Waste Reduction
- Composting Basics
- Environmental Impact
- Home Gardening impact
- Resourcefulness
- Sustainable Practices

Complete the challange win must reawrds

Start


9:41
Profile
Rama Devi
Edit
+91 9870807070
Ramadevi@gmail.com
My Challanges
Dashboard
Wallets and Points
Terms & Conditions
Privacy Policy
Logout

Discussion

- Our project has focused on addressing the modern challenge of managing tasks, expenses, and documents in a digital age characterized by multitasking and time constraints. Through the development of a comprehensive web application, we aimed to provide users with a unified solution to streamline lifestyle management and enhance productivity. Feedback gathered from both the poster presentation and user testing sessions has provided valuable insights into areas for improvement, highlighting the importance of prioritizing enhancements to key features of the application.

Discussion

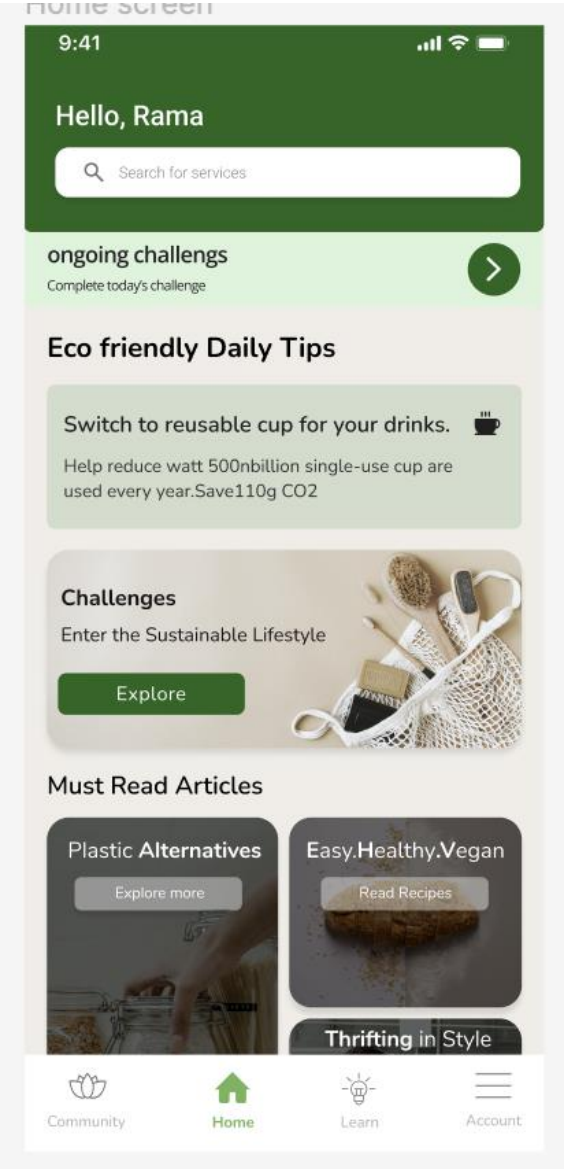
- Adopting an iterative design approach has allowed us to make focused improvements based on user feedback and testing results. By aligning enhancements with user needs and preferences, we've contributed to the overall effectiveness and usability of the application. Moving forward, continued iteration and refinement will be essential to maintain relevance and effectiveness, with a focus on incorporating additional user feedback and exploring opportunities for further enhancements.

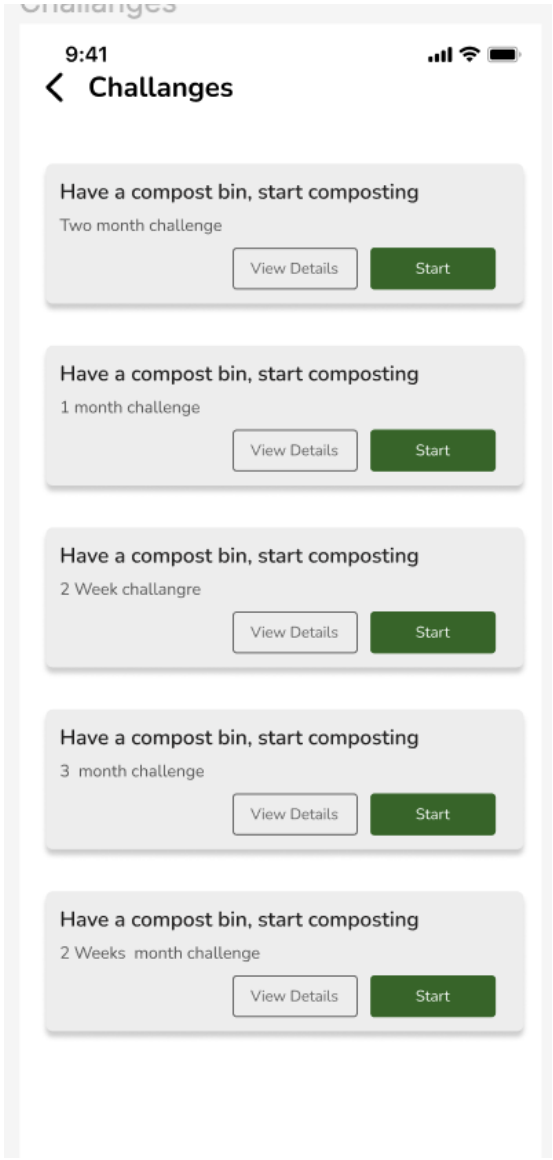
Conclusion

- Our project is to create a positive and supportive community that collectively contributes to a more sustainable and environmentally conscious world. By gamifying sustainable practices, the app aims to inspire individuals to make lasting changes that benefit both the planet and future generations.
- "Sustainable Living Challenges for a Cause" fosters a sense of responsibility, community, and empowerment, turning sustainable living into an enjoyable and rewarding journey for users.

Team member Contribution

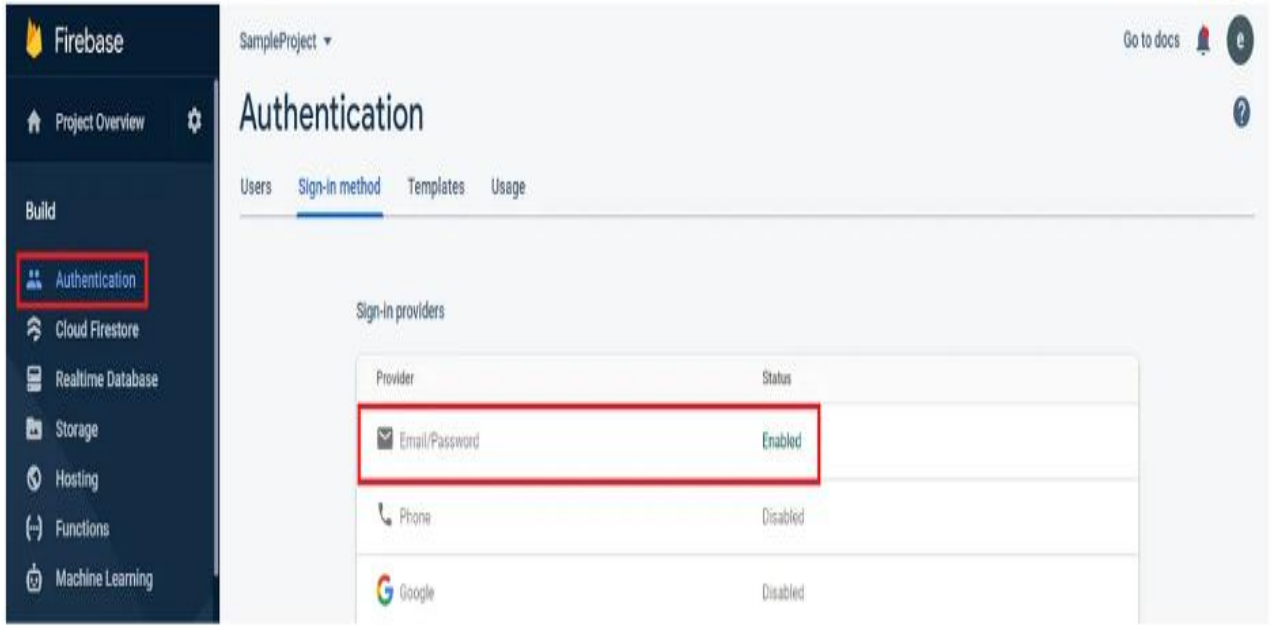
- Rama Devi: Rama spearheaded the frontend UI/UX development using Figma. His dedication to creating an intuitive user interface resulted in a visually appealing and user-friendly experience for app users.


9:41
Hello, Rama
Search for services
ongoing challengs
Complete today's challenge
Eco friendly Daily Tips
Switch to reusable cup for your drinks.
Help reduce watt 500nbillion single-use cup are used every year.Save110g CO2
Challenges
Enter the Sustainable Lifestyle
Explore
Must Read Articles
Plastic Alternatives
Explore more
Easy.Healthy.Vegan
Read Recipes
Thrifting in Style
Community
Home
Learn
Account


9:41
Challanges
Have a compost bin, start composting
Two month challenge
View Details
Start
Have a compost bin, start composting
1 month challenge
View Details
Start
Have a compost bin, start composting
2 Week challangre
View Details
Start
Have a compost bin, start composting
3 month challenge
View Details
Start
Have a compost bin, start composting
2 Weeks month challenge
View Details
Start

Surya

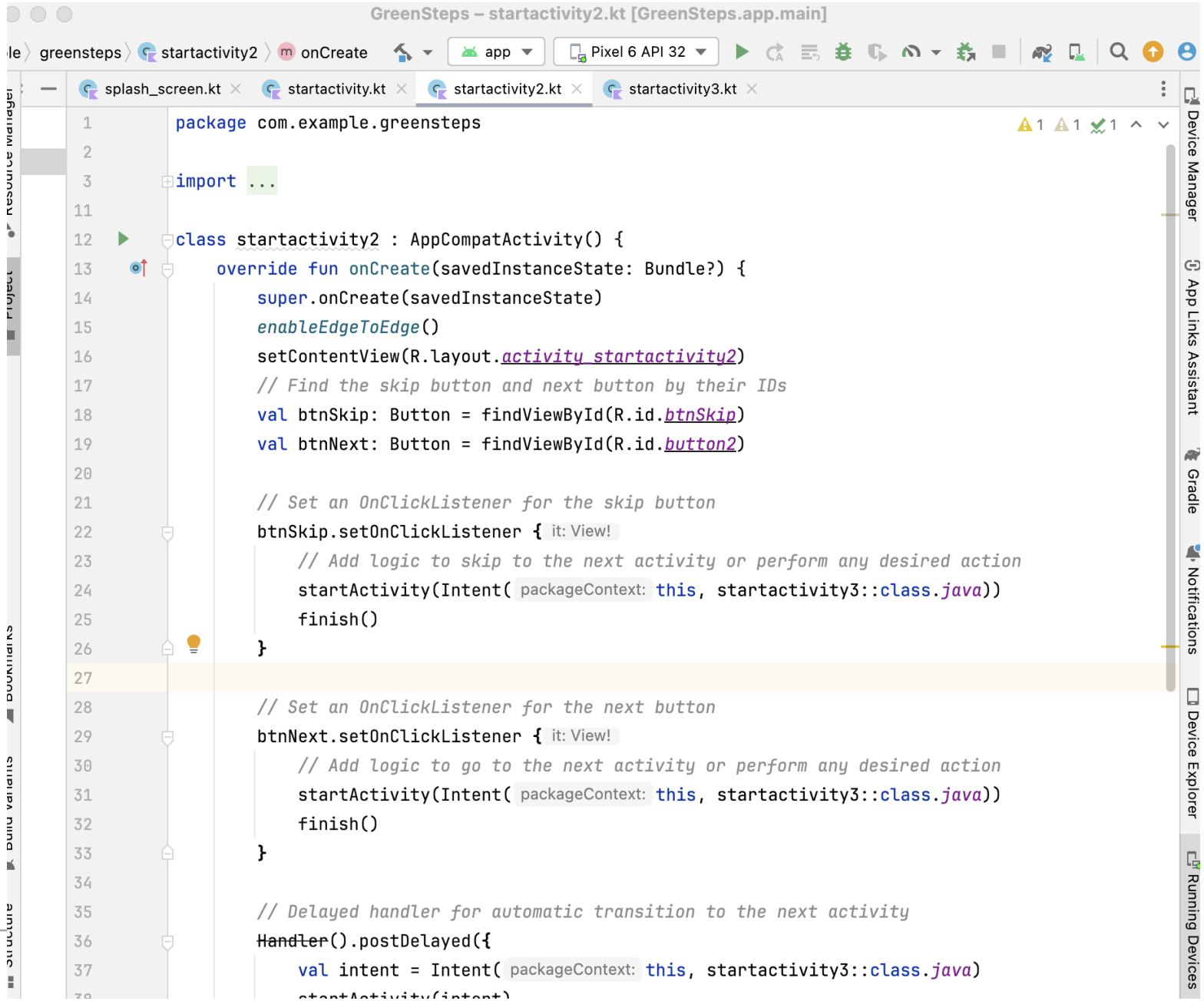
- Surya managed the database effectively, utilizing his skills in database management to ensure the secure storage and efficient retrieval of user data. His contribution ensured the reliability and integrity of the application's data management system.


Firebase
SampleProject
Go to docs
Project Overview
Authentication
Users
Sign-in method
Templates
Usage
Build
Authentication
Cloud Firestore
Realtime Database
Storage
Hosting
Functions
Machine Learning
Sign-in providers
Provider
Status
Email/Password
Enabled
Phone
Disabled
Google
Disabled


11:57
FirebaseAuthApp
emineinan@gmail.com
REGISTER
Do you have an account? Login

Shameem Shaik

- Shameem led the backend development using Android Studio and API integration. His expertise ensured that the backend functionalities were robust and efficiently handled data processing for the application.


GreenSteps – startactivity2.kt [GreenSteps.app.main]
greensteps
startactivity2
onCreate
app
Pixel 6 API 32
splash_screen.kt
startactivity.kt
startactivity2.kt
startactivity3.kt
package com.example.greensteps
import ...
class startactivity2 : AppCompatActivity() {
override fun onCreate(savedInstanceState: Bundle?) {
super.onCreate(savedInstanceState)
enableEdgeToEdge()
setContentView(R.layout.activity_startactivity2)
// Find the skip button and next button by their IDs
val btnSkip: Button = findViewById(R.id.btnSkip)
val btnNext: Button = findViewById(R.id.button2)
// Set an OnClickListener for the skip button
btnSkip.setOnClickListener { it: View!
// Add logic to skip to the next activity or perform any desired action
startActivity(Intent(packageContext: this, startactivity3::class.java))
finish()
}
// Set an OnClickListener for the next button
btnNext.setOnClickListener { it: View!
// Add logic to go to the next activity or perform any desired action
startActivity(Intent(packageContext: this, startactivity3::class.java))
finish()
}
// Delayed handler for automatic transition to the next activity
Handler().postDelayed({
val intent = Intent(packageContext: this, startactivity3::class.java)
Device Manager
App Links Assistant
Gradle
Notifications
Device Explorer
Running Devices

Thank You