Documentation

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Woodinville High School
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Instructions

Introduction and Prompt Correlation

RISE, available on both iOS and Android, is a portfolio application designed to assist high school students in planning their futures, from college applications to resume development and beyond. Created for the FBLA Mobile Application 2023-2024 event, RISE enables students to create a personalized portfolio showcasing their high school experiences, including athletics, art, clubs, community service, classes, awards, and more.

The app features a sleek, intuitive UI and leverages Firebase for robust database and authentication services. Users can create aesthetic, professional resumes to represent their experiences, which can be printed or shared on social media. Integration with various LinkedIn APIs, from creating posts to exporting experiences to LinkedIn profiles, further streamlines the process of connecting students with future opportunities.

Prioritizing safety and privacy, RISE collects minimal personal information and adheres to best security practices, using data solely for app functionality. To foster personal vision and goal-setting habits, the app includes unique goals and analytics tools based on research-backed methods, helping students set and track their goals effectively.

Download the app today and RISE up towards your future!

Tech Stack:

Flutter	App Development Framework
VS Code	IDE
Android Studio, Chrome	Supports Flutter Testing
GitHub	VCS
Javascript, Render	Creating and Deploying Web Server
Firebase	Authentication and Database Services

To use our app, download app-release.apk in the compliled_app folder and open it to install.

Build Requirements:

- Programming Language: Dart
- Framework: Flutter
- Development Environment: Visual Studio Code (VS Code)
- Platform: Android, iOS, limited web functionality
- Dependencies:
    - image_picker: ^1.0.2
    - pdf: ^3.10.8
    - printing: ^5.12.0
    - cupertino_icons: ^1.0.6
    - provider: ^6.1.2
    - google_fonts: ^6.2.0
    - intl: ^0.19.0
    - path_provider: ^2.1.3
    - path: ^1.9.0
    - flutter_expandable_fab: ^2.0.0
    - fl_chart: ^0.67.0
    - share_plus: ^9.0.0
    - pdfx: ^2.6.0
    - dot_navigation_bar: ^1.0.2
    - firebase_core: ^3.0.0
    - firebase_auth: ^5.0.0
    - cloud_firestore: ^5.0.1
    - http: ^1.2.1
    - url_launcher: ^6.3.0
    - uni_links: ^0.5

Getting Started

To get started with this project, follow these steps:

1) Clone the Repository:

```
git clone git clone https://github.com/Ria-ag/Mobile_App_FBLA
```

2) Navigate to Project Directory:

```
cd Mobile_App_FBLA
```

3) Install Dependencies:

```
flutter pub get
```

4) Run the App:

```
flutter run
```

Planning Process

Timeline

- ☑ Conduct research on development software and other components (Start 2/8)
- ● Looked at various professional apps, especially those with portfolios noting design and function. Created planning documents and compared development frameworks, including React and Android Studio before deciding on Flutter. We used Flutter because of its cross-compatibility with iOS and Android and relatively less steep learning curve.

- ☑ Learn Basic Skills: UI/, Buttons/Fields, Navigation (Start 2/14)

Resources:
Flutter:
- → Codelabs | Flutter, Cookbook | Flutter, Basic widgets | Flutter
- → Flutter Crash Course, Fall 2021 Flutter Apprentice event
- → Building user interfaces with Flutter, Dart cheatsheet code lab
- → Begin learning Flutter - YouTube (official, state videos are esp. good)
- → ▶ Learn Dart Basics in 30 Mins (Full Flutter Playlist Too)

- ● Learning app state management and Dart helped streamline development. Compiled resources.

- ☑ Brainstorm (Start 2/20)
- ● Came up with ideas about features and the general flow of the app,

Ideas:
- → General Outline:
  - ● Home tab with own profile
  - ● Edit tab
  - ● Share, social media, export
  - ● Example portfolios: Bulb, PortfolioGen, LinkedIn, Credly
- → Profile:
  - ● Organization by blocks
  - ● Profile statistics
  - ● A limited web version of the app to share profile
- → WOW Factors
  - ● Interest-specific features: bookshelf for readers, art gallery for art students, sports statistics for athletes
  - ● Goal setting
    - ● Analyzes your progress
  - ● Data visualization and analytics
- → App Integration:
  - ● Links to other platforms: Share to ___
  - ● Using other apps to sign?
  - ● Import data from other apps (eg. Linkedin)
- → Documentation and Copyright Compliance???
  - ● Student security (app catered towards high school students)
- → Cleanliness, Intuitiveness, Simplicity:
  - ● Multimedia friendly
  - ● Buttons, hold-and-drag, drag-and-drop
  - ● Simplify options (will also help w/ input validation)

- → Search for other schools, organizations, and people; create a different page for this
- → School-specific data
- → User Input Validation
  - ◆ Searching for an organization/school that you're part of
  - ◆ Simplify options when possible so you don't have to validate everything
- → AI implementation
- → App tutorial
- → Creating custom tiles-
- → Import data for LinkedIn

- ● Ideas condensed into an organized implementation with user stories.

Editing Profile

User story to add a new tile in a new section:
Edit button in corner → Check block name → Add tile to block → Tile appears already in edit more → Done

Goals Page:

User story to add a goal:
Add button in corner → Goal button → Type in goal name → Continue button → Click on goal to edit (already in edit mode) → Done

Implementation:
- Home page:
  - Welcome page - name, school, grade
  - Most recent edit/achievement
  - Some analytics/goal-setting, sharing profile
    - Create a web link to the profile to share, social media integration
- Full profile:
  - Editing
    - Retyping/quick edits vs full new blocks
    - Adding multimedia
  - Courses and GPA
  - Clubs, Sports, Certifications/Awards, Arts. Community Service, Other Academic Activities, and Test Scores
- Account/settings page:
  - Log out, change information
  - Privacy settings
- Goal setting/Resume planning page:
- Data visualization may be part of profile and goal setting instead of a full-page

☑ MVP (Start: 2/25)
- The first version of the app, the Minimum Viable Product, was defined with time constraints and requirements in mind. Development started after this.

MVP:
- Basic Home Page and Navigation Bar
- Full Profile Page
  - Courses and GPA
  - Categories: Clubs, Sports, Certifications/Awards, Arts. Community Service, and Other Academic Activities (Research, Projects, Organizations, Business, etc), Standardized Test Scores
  - Editing
    - Adding a new block/category (all textboxes)
      - Adding new information w/in categories
    - Changing already entered data
    - All data self-entered
  - Expandable blocks
- Basic Settings Page
  - Consider documentation and copyright compliance

Version 2:
- Share Profile and Social Media Integration
- Goal-Setting Page and Feature
  - Effective goal-setting strategy - possible research here?
 - Line chart to show progress in

Full App:
- Full Settings Page
  - Account preferences, data privacy
- Data Visualization - incorporated into goals and home page
- Input Validation
- App Tutorial? (clarify what "instructions" means in the rubric)
- Stretch Goals

☑ Wireframing (Start: 2/29)
- After determining all the features, we visualized the app interface and user experience.

☑ Divide Tasks (Start: 3/1)
- The development of app features was organized
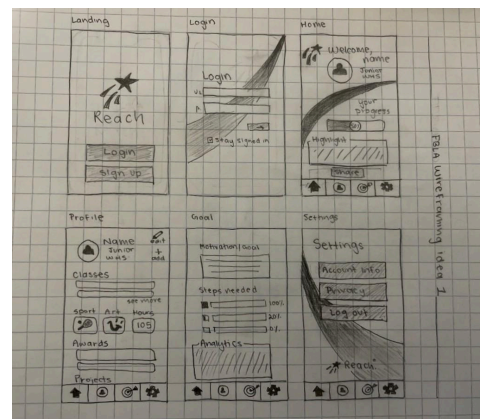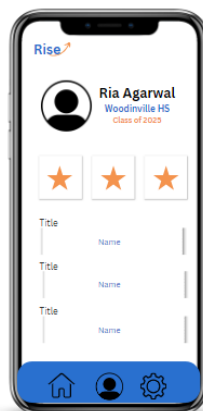
between group members at two levels. The first was a document with various outlined checklists to specify tasks for each group member.

Main Layout
- ☑ Implement provider and states - Jishnu
- ☑ Logo - Ria
- ☑ Profile Header (Name, School, Photo) - Jishnu
- ☑ Profile image adding - Ria
- ☑ Expanding blocks - Jishnu

Icon tiles - Ria
- ☑ Athletic participation
  - ☑ Name, description, dates, files
- ☑ Performing Arts
  - ☑ Name, description, dates, files
- ☑ Visual Arts
  - ☑ Name, description, files, dates
- ☑ Community Service Hours
  - ☑ Location, number of hours, description, dates, files
- ☑ Awards
  - ☑ Name, description, issuer, files/link, dates

Text tiles - Ria
- ☑ Clubs/Organizations
  - ☑ Name, description, role, files, dates
- ☑ Projects
  - ☑ Name, description, files, dates
- ☑ Tests
  - ☑ Name, score, dates, files
- ☑ Honors Classes
  - ☑ Name, grade, dates, files

Editing Profile
Block Level (Editing is Checklist-Style) - Jishnu
- ☑ ~~Add blocks~~
- ☑ ~~Hide blocks~~
- ☑ ~~Layout changes based on what blocks are added~~
- ☑ ~~Horizontal scrolling~~

Tile Level - Jishnu
- ☑ ~~Add Experience~~
- ☑ ~~Remove Experience~~
- ☑ ~~Community Service - Show # of Hours in Icon~~

Experience Level - Ria
- ☑ ~~Add Name~~
- ☑ ~~Add Date (Validated)~~
- ☑ Add Other Text Fields
- ☑ ~~Community Service (# of Hours Validated)~~
- ☑ ~~Add files~~
- ☑ ~~Profile image to change~~

- Connecting more directly to the code, Github version control was implemented, with extensive branching and merging which enabled the group members to work on separate parts of the app and later combine all code.
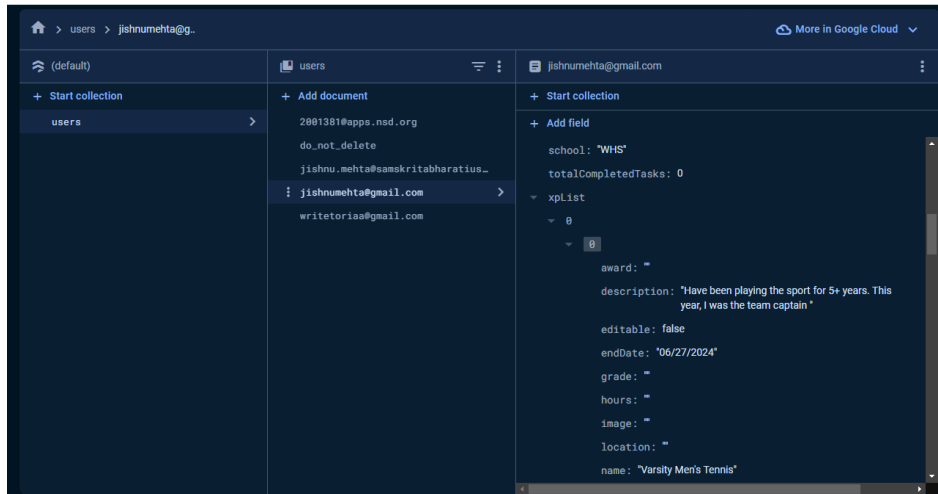

☐ Clean Up and Standardize Code, and UI Redesign (Start 5/20)

- Extensive refactoring, reorganization, and implementing redesign, prototyped in Figma. User testing to remove previously unseen bugs.

☐ Implement User Auth and Firebase (Start 6/2)
● Basic level authentication and database implementation done through Firebase, a backend cloud computing service.

Database Implementation & Back-End Planning

User Class
- List<List<Experience>>
- List<Goal>
- List<Chart>
- Name
- School
- Class Year
- Profile Picture

When to Save XPs
- When experience "saved," or check mark clicked
- When experience deleted

When to Save Goal/Charts
- When goal/chart modal sheet "saved," or check mark clicked
- If the user tries to leave without saving, they get a confirmation message

Sign Up Page
- Name
- Email
- Password
- School
- Class Year
- Accept Terms and Conditions

When to Save Name/School/Class Year
- When any is "saved," or check mark clicked

When to Save Profile Pic
- When updated

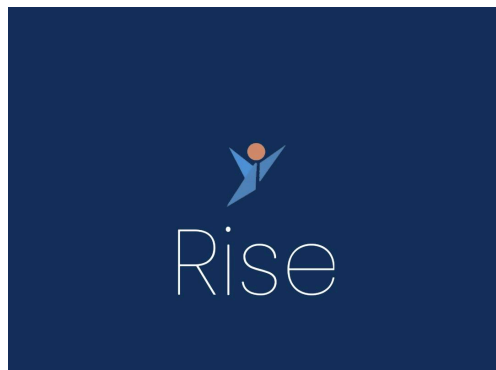☐ Implement Social Media Integration: Linkedin and Others (Strat 6/9)

● Used Render and Node.js to create and deploy a web server that connects web APIs to the native app. Created a LinkedIn Developer account and implemented APIs. Turned the PDF profile into an aesthetic, succinct resume.

Screenshots and Explanations

Sign In/Sign Up

The onboarding page serves as the initial step for users to access our platform. It collects essential information such as the user's name, school details, and class information. Additionally, users are required to accept the terms and conditions before proceeding further. The terms and conditions are visible through a dialog box that opens up after clicking "View Terms and Conditions." **All fields are validated at a syntactical and semantical level.**

Home Page

After continuing from the Onboarding Page, the user enters the home page. Here a welcome screen is displayed with their first name. From the home page, users can also share or print their high school portfolio. **It is here that social media was integrated into the app**. The profile can be shared in text messages with a custom message or even added to a story or reel.
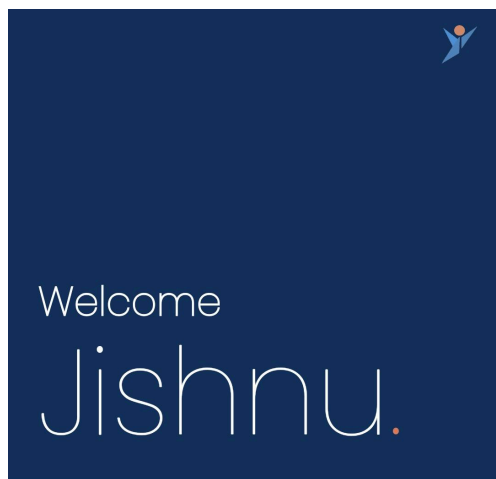

Highlights

Tests
SAT 06/25/2024 – 07/27/2024

Share

Profile Page

This is the page where users can view and edit their portfolios. The top of the screen contains an editable profile picture, and next to it, basic personal information. As visible in the picture, when a section of the profile is empty, **there are messages throughout that give tips on how to get started**. The add button in the bottom right enables users to display various customized tiles that display different categories of the profile, including all mentioned in the rubric.
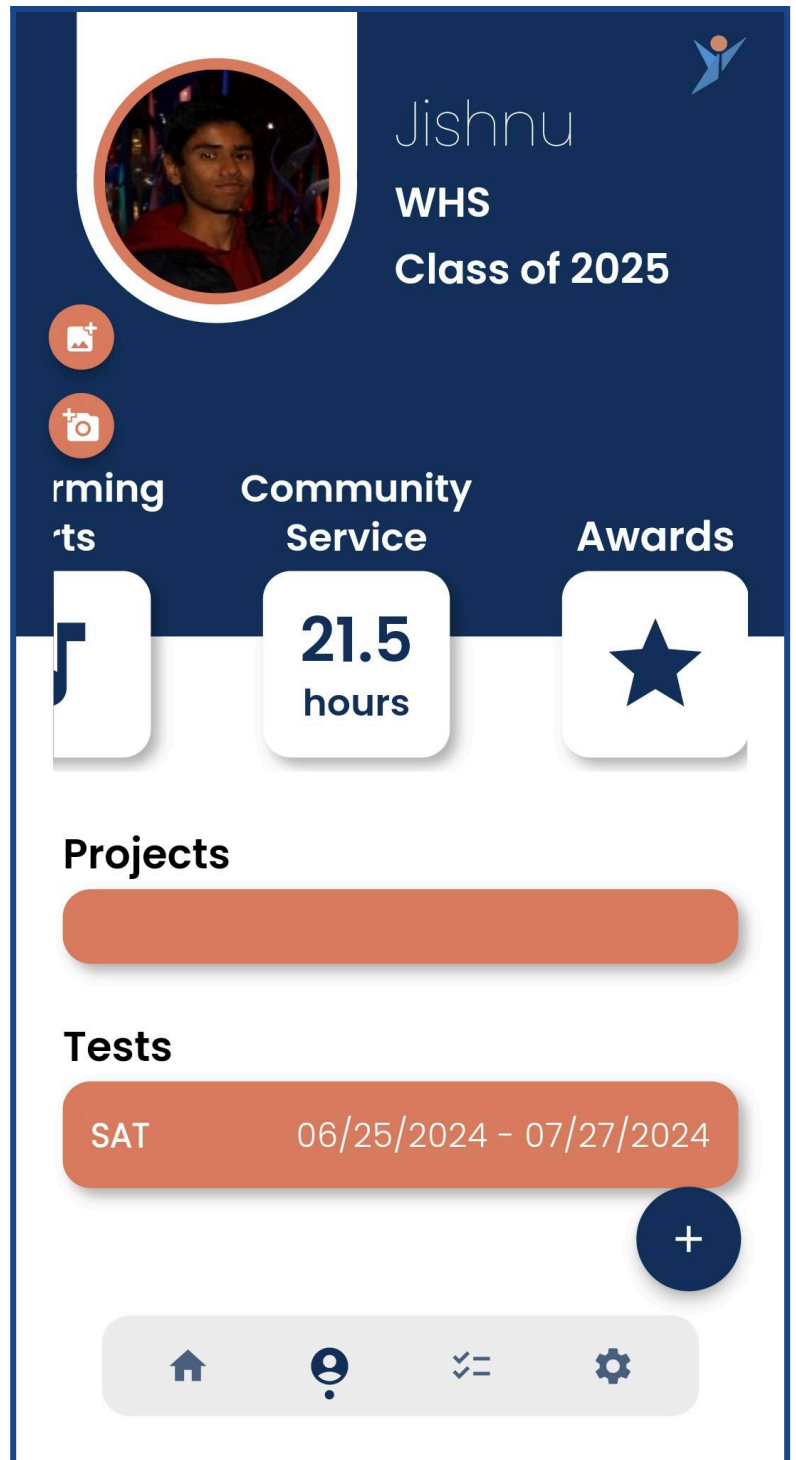
Profile Page Modal Sheet

Upon clicking on a tile, users can enter information about specific experiences under each tile. For example, the screenshot on the left shows the Clubs/Organizations tile. Each experience contains a name, start, and end date, and other fields depending on the tile being shown. In the example on the right, the Role and Description fields are available for the Clubs/Organizations tile. Additionally, images can be added to every tile to showcase work.

Experiences have two modes: an editable mode and a display mode. An example of the display mode is at the top of the screenshot, and an example of the editable mode is at the bottom. **All experiences and tiles are fully validated at syntactical** (only numbers in the hours and score section, dates correctly formatted or picked through a calendar picker, etc) **and semantic levels** (certain fields can name and date cannot be left empty, the start date cannot be before the end date, etc).

More Information + ⊗

Varsity Men's Tennis

Start Date: 06/20/2024
End Date: 06/27/2024

Description:
Have been playing the sport for 5+ years. This year, I was the team captain

No images selected

Name
ex. FBLA

Start Date
ex. 4/24/2024

End Date
ex. 4/27/2024

Description
ex. In this I...

Add image:

Settings Page

The Settings page allows the user to view and modify parts of their profile. The page has buttons for two other pages - Account and Security and Terms and Conditions - and a third button to reset the app.

Settings Subpages

The buttons on the settings page lead to the two subpages shown. The first page is where the terms and conditions can be reviewed, and the second is where basic account information can be edited.
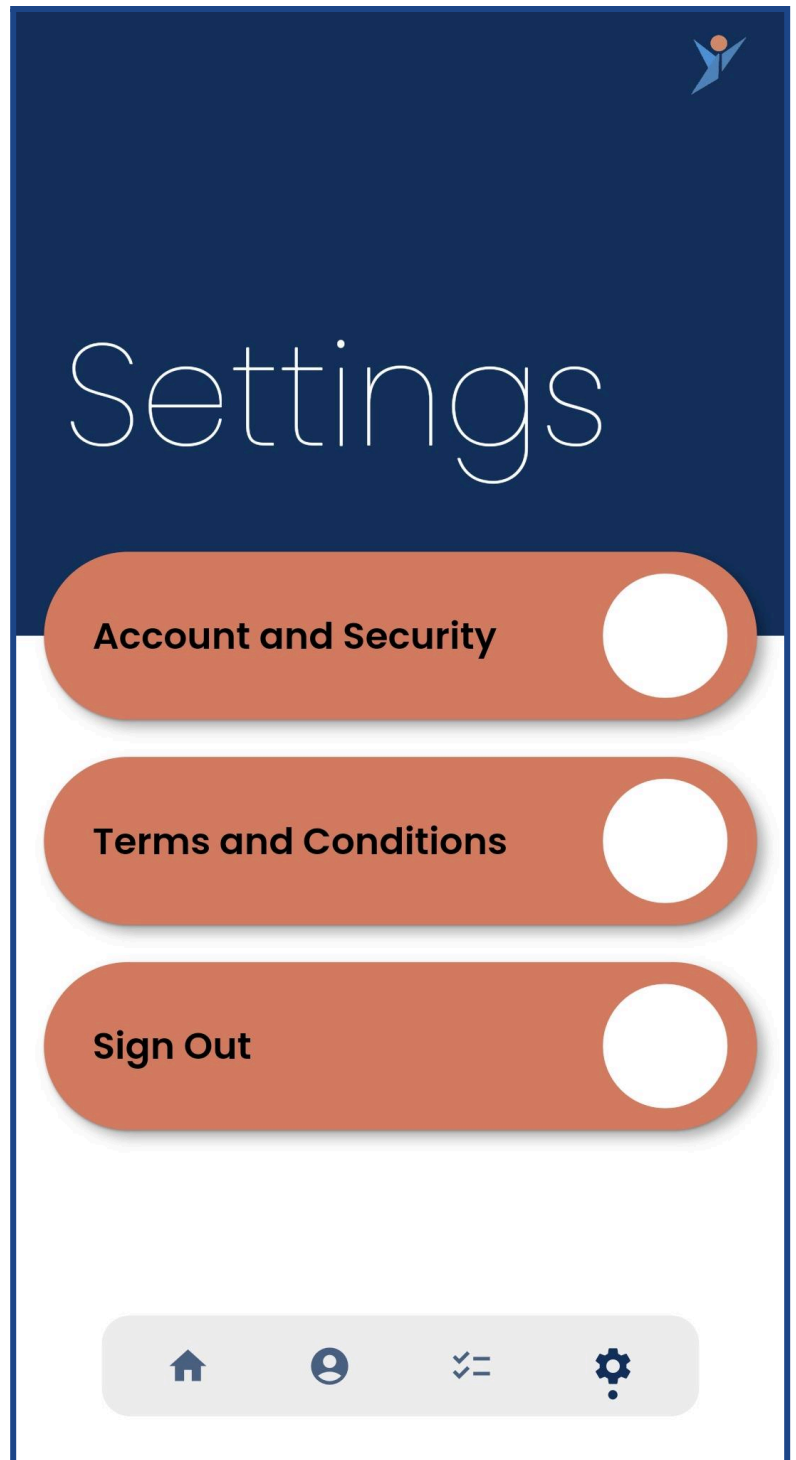
Goals and Analytics Page

The Goals and Analytics Page allows users to set goals for themselves and view various visual analytics to track their progress on goals. **The goals page implements SMART goals, a research-backed effective method for setting goals**. Users enter a name, category, deadline, and specific tasks for their goal, and a progress bar shows up at the bottom depending on what percentage of the tasks are completed.
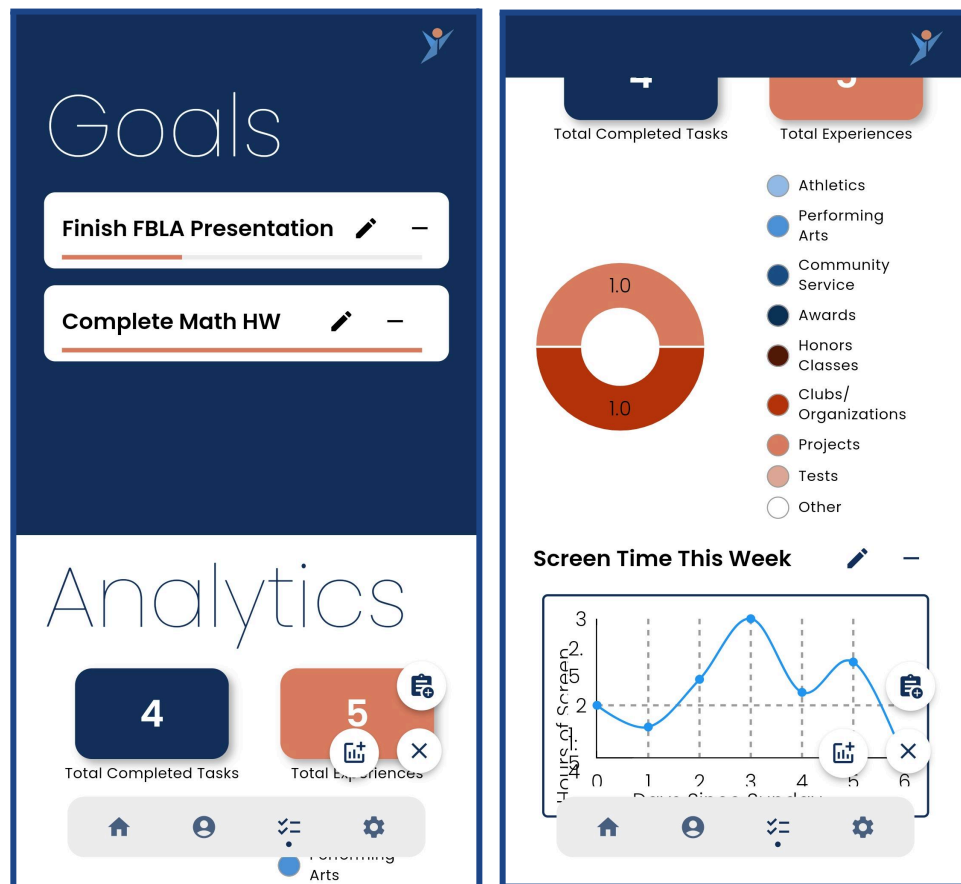
In the Analytics section, users can see the total number of completed tasks and experiences, and a pie chart that displays a distribution of goal categories, showing the user's focus. In addition, users can add their own charts to track other data

Goals and Analytics Modal Subpages

There are modal pages to modify both goals and charts. The goals page modal sheet allows the user to modify goal information and add, remove, and complete tasks. In addition, post a LinkedIn story when they complete a goal, or add it as an experience to the profile page. The chart modal sheet allows the user to modify chart details, like names and labels, and add, remove, and modify data to display. All pages on the goals and modal sheet are validated.

License and Terms and Conditions

License

MIT License
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The above copyright notice and this permission notice shall be included in all copies or substantial portions of the Software.

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Terms and Conditions

Welcome to Rise, a mobile application designed for students participating in the FBLA Mobile Application Development Competition. By using this application, you agree to abide by the following terms and conditions:

App Purpose:
Rise is created specifically for the purpose of enabling high school students to create and manage their portfolio of high school experiences as outlined in the FBLA Mobile Application Development Competition prompt. The app was designed, developed, and published by Ria A. and Jishnu M.

User Eligibility:
All users may use the application, but it is specifically catered to a high school audience. Users under the age of 13 must have parental consent to use this application.

Data Collection and Privacy:
Rise collects personal information such as name, school, graduation year, academic achievements, athletic participation, performing arts experience, club memberships, community service hours, honors classes, and related items as provided by the user. User data is stored securely and used solely to create and manage the user's portfolio within the app. Rise does not share user data with third parties without explicit user consent.

Content Ownership:
Users retain ownership of the content they upload or input into the app, including text, images, videos, and other media. Users grant Rise a non-exclusive, royalty-free license to use, modify, and display their content within the app for portfolio creation and management purposes.

App Usage Guidelines:
Users are responsible for the accuracy and legality of the content they upload or input into the app. Users must not upload or share content that is inappropriate, offensive, discriminatory, or violates the rights of others. Rise reserves the right to remove or suspend user accounts and content that violate these guidelines.

Intellectual Property:
Rise and its associated logos, designs, and features are protected by intellectual property laws and belong to its makers unless otherwise attributed. Users may not reproduce, modify, distribute, or create derivative works based on Rise without prior authorization.

Liability and Disclaimer:
The makers of the app, developers, and affiliates of Rise are not liable for any damages, losses, or injuries resulting from the use of this application. Users use the app at their own risk and are responsible for maintaining the security of their credentials.

Changes to Terms:
The makers of the app reserve the right to update or modify these terms and conditions at any time. Users will be notified of significant changes to the terms via app notifications or email.