

# Story Application Documentation

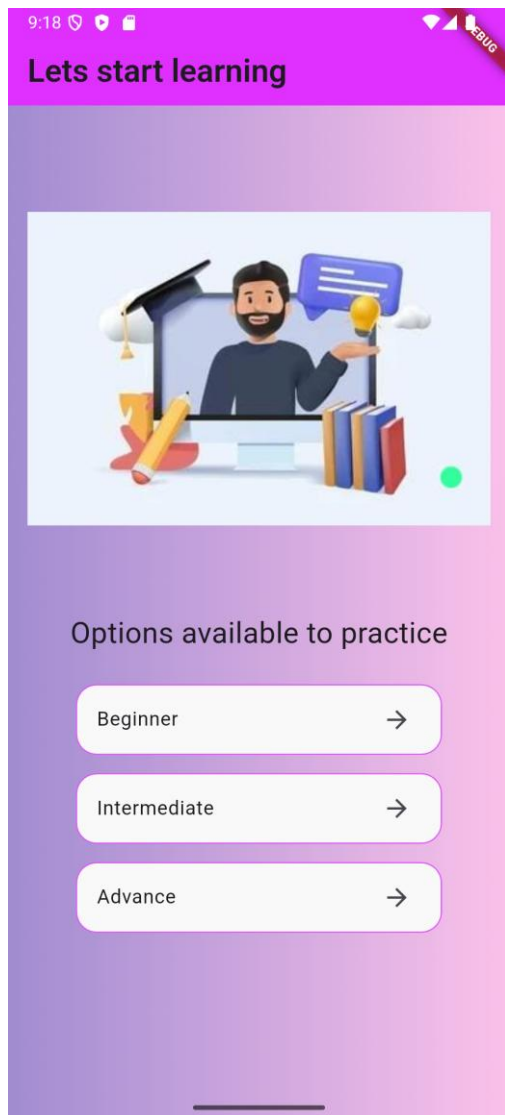
## Project Overview

The **Story Application** is an interactive mobile application developed using **Flutter and Dart**. It categorizes and displays stories for users based on their reading level. The application also includes a quiz feature to enhance user engagement and comprehension, with data stored using **JSON** and **SQLite**.

## Features

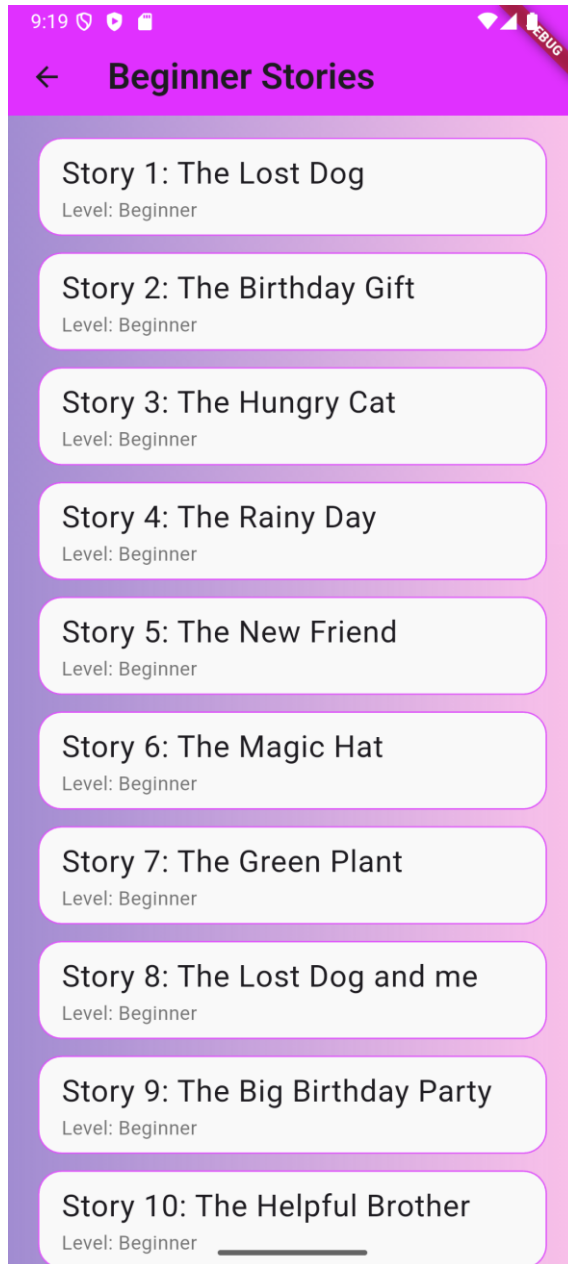
### 1. Home Page

- Displays categories: **Beginner, Intermediate, Advanced**.
- Allows users to select a category to view relevant stories.



## 2. Story Index Page

- Lists **10 stories** under the selected category.
- Displays story titles as clickable links leading to the story page.



### 3. Story Page

- Displays the full text of the selected story.
- Includes a **Quiz button** for users to test their comprehension.

The screenshot shows a mobile application interface with a purple header bar. The header contains a back arrow, the title 'Story 1: The Lost Dog', and a 'DEBUG' label. Below the header, the story title 'Story 1: The Lost Dog' is displayed in bold. The story text is presented in a white rounded rectangle with a shadow. Below the story, the quiz section is titled 'Question 1/5'. The question 'What is the name of Anna's dog?' is shown in a white rounded rectangle. Four answer options are listed in white rounded rectangles: '1. Max', '2. Sam', '3. Tom', and '4. Jack'. The status bar at the top shows the time 9:19 and various icons.

9:19

← Story 1: The Lost Dog

**Story 1: The Lost Dog**

Anna has a small dog named Max. One day, Max runs away from the garden. Anna looks everywhere but cannot find him. She goes to the park, the shop, and her neighbor's house. Max is not there. Anna feels sad. Suddenly, she hears a bark. She turns around and sees Max! He is playing with a little boy in the park. Anna smiles and calls Max. The dog runs to her, wagging his tail. Anna thanks the boy and takes Max home. From that day, Anna always closes the garden gate.

**Question 1/5**

What is the name of Anna's dog?

1. Max

2. Sam

3. Tom

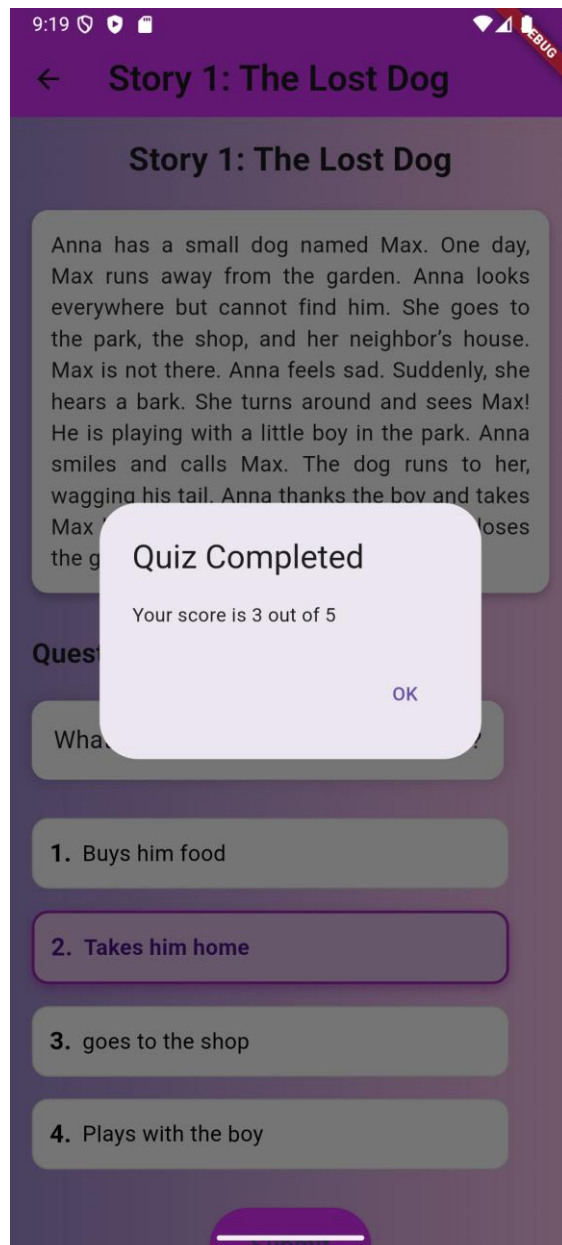
4. Jack

#### 4. Quiz Page

- Presents **5 multiple-choice questions (MCQs)** related to the story.
- Provides an interactive interface for selecting answers.

#### 5. Result Pop-Up

- Displays quiz results after submission.
- Shows the user's score and correct answers.



## Technology Stack

- **Frontend & Backend:** Flutter & Dart
- **Database:** JSON & SQFlite (for local storage)

## Installation & Setup

1. Clone the repository:

```
git clone https://github.com/yourusername/story-app.git
```

2. Navigate to the project directory:

```
cd story-app
```

3. Install dependencies:

```
flutter pub get
```

4. Run the application:

```
flutter run
```

## Project Structure

```
story-app/
```

```
|— assets/
```

```
|— lib/
```

```
|   |— components/
```

```
|   |— pages/
```

```
|   |— models/
```

```
|   |— services/
```

```
|— pubspec.yaml
```

```
|— README.md
```

## Future Enhancements

- Add user authentication for personalized experiences.
- Implement cloud storage for syncing user progress.
- Allow users to submit and rate stories.

## **Conclusion**

This project provides an engaging way for users to read and test their comprehension through quizzes. The modular structure allows for future scalability and feature expansions.

SHUBHAM MAKODE

THANK YOU

Git Link: -<https://github.com/SHUBHAM-MAKODE/Story-Application/>

Git profile Link: <https://github.com/SHUBHAM-MAKODE/>

Linked In: <https://www.linkedin.com/in/shubham-makode-7a0258202/>