

Introdução à Computação Móvel

Flutter Project:

StickTogether

ICM – g1 StickTogether

Members:

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Application Context

Sometimes we want company for many reasons: to grab a beer, to study together, to go to a party tonight, to say you're gonna be somewhere after you've been there, etc., But we might not know who to contact. Or maybe you just want to add a little note to someone in specific, and leave it at a specific place... that's where our app introduces itself

Application Purpose

This app's purpose is to give you the opportunity of sharing sticky notes at a geographical location for your friends to see (or someone of your choice). You can then have conversations starting from that sticky note. That way, you will plan things with others with more precision and maybe get the company you were wishing for, you just didn't know who to contact.

Motivation

Our native Android project was a "Clima" environment monitoring application, we could implement the same project in flutter, but we were told that it was too simple for this course's goals. And it was on that occasion that our teacher José Maria Fernandes came with an idea, as a challenge, to create an application that could create "post-its" a.k.a. sticky-notes and leave them in geographical locations. And we accepted the challenge and with that **StickTogether** was born.

Sensors & mobile functionalities

- GPS/Location

Architecture & Technical Options

Our project had, for pages where overflow was possible, SingleChildScrollView widgets to avoid those errors. Also, for "the most important" navigations (map page, profile page, new sticky note page, search page), we did a common page called "HomePage", where we had a bottom navigation bar to help us navigate through those pages. The rest of the navigations were made with pushes/pops on the route stack.

We created functions associated with the required functionalities of each page (related to Firebase). We also created classes to represent users and notes (UserModel and NoteModel).

Goals achieved

We managed to meet most of the objectives:

- Creation and disposal of sticky-notes on a map,
- Searching for people and adding them as a friends
- Costumizable profile

We couldn't do the bluetooth connection challenge.

Problems found

At first, we tried to implement our database in SQL, with the intention of making a local Database, but due to our lack of knowledge of database, we gave up on that idea and decided to implement firebase. We had more problems with setting up firebase and with the functionalities associated with it. Also, the disposal of the sticky-notes on the map was very tricky to do, we thought it would be easier. Besides that, we just had to deal with random errors that appeared and made us search almost endlessly towards solutions (ex: gradle files related errors).

Contributions

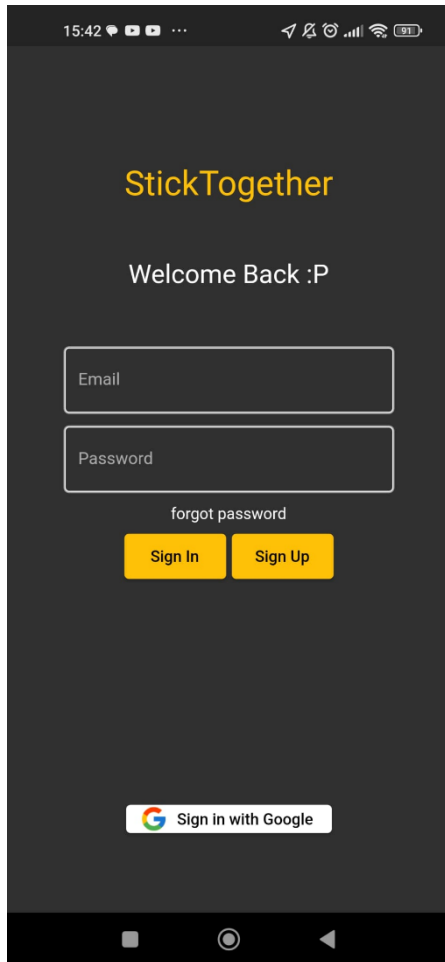
We agree that both of us did 50% of the work. While Samuel did the implementation of firebase, the profile functionality and login/register of users and most of the UI, Adalberto did the Friends functionality (which was quite tricky) and creation of sticky notes, as well as some extra UI pages. Both of us worked together on the disposal of information on the map.

Tutorial

Running the App:

Type flutter pub get to get the dependencies, then flutter run to run the app on the device (must have an android device connected to the computer)

Create a account:



15:42

StickTogether


Welcome Back :P

Email

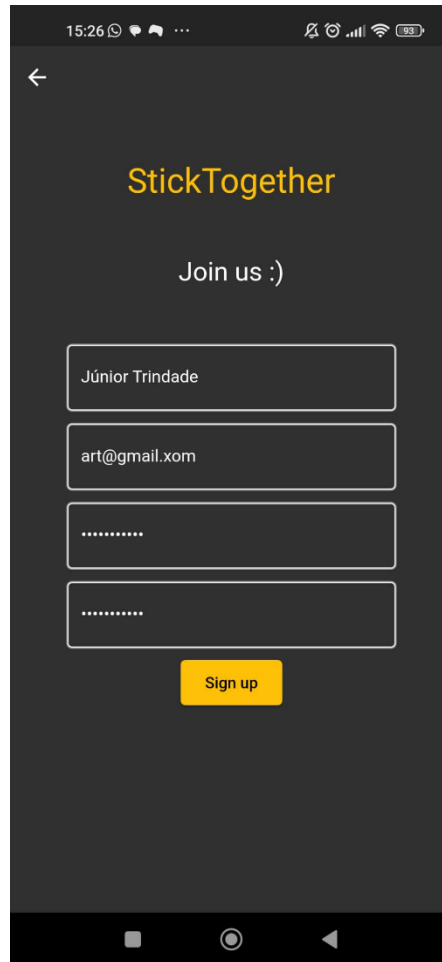
Password

[forgot password](#)

[Sign In](#) [Sign Up](#)

 Sign in with Google

This is a mobile app login screen for 'StickTogether'. It features a dark grey background with yellow text and buttons. The screen displays the app name, a welcome message, input fields for email and password, a 'forgot password' link, and 'Sign In' and 'Sign Up' buttons. At the bottom, there is a 'Sign in with Google' button.



15:26

StickTogether

Join us :)

Júnior Trindade

art@gmail.xom

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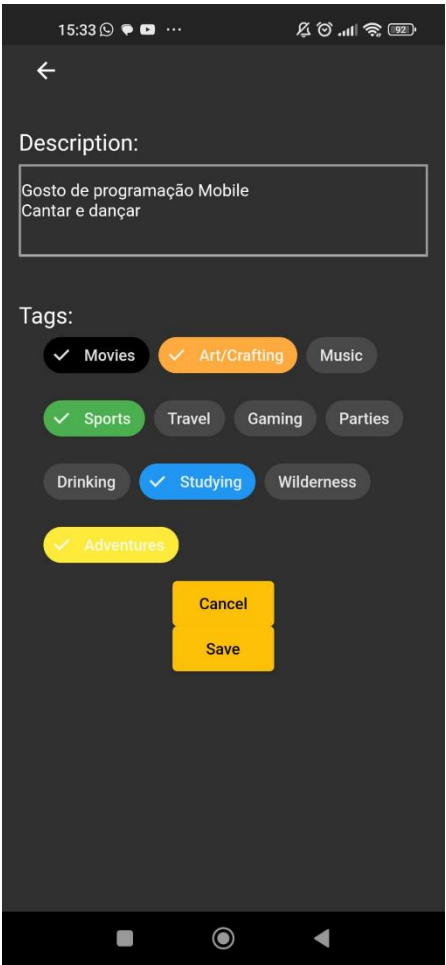
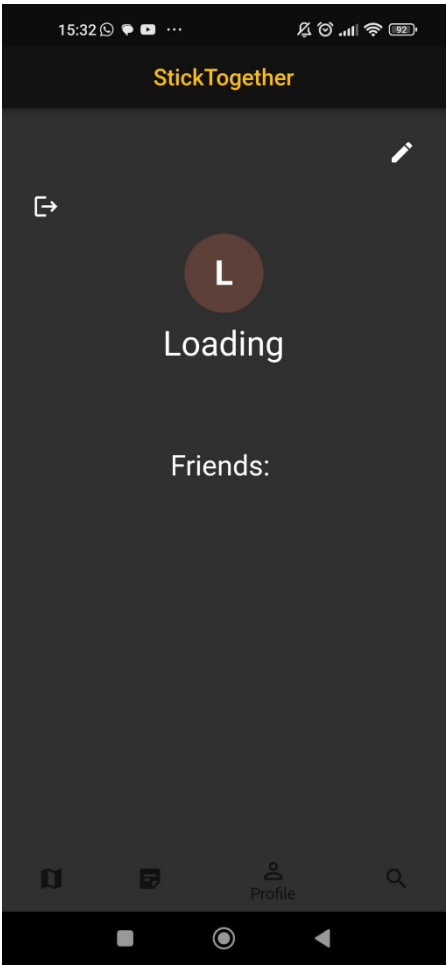
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[Sign up](#)

This is a mobile app sign-up screen for 'StickTogether'. It features a dark grey background with yellow text and buttons. The screen displays the app name, a 'Join us :)' message, input fields for name, email, and two password fields, and a 'Sign up' button. A back arrow is visible in the top left corner.

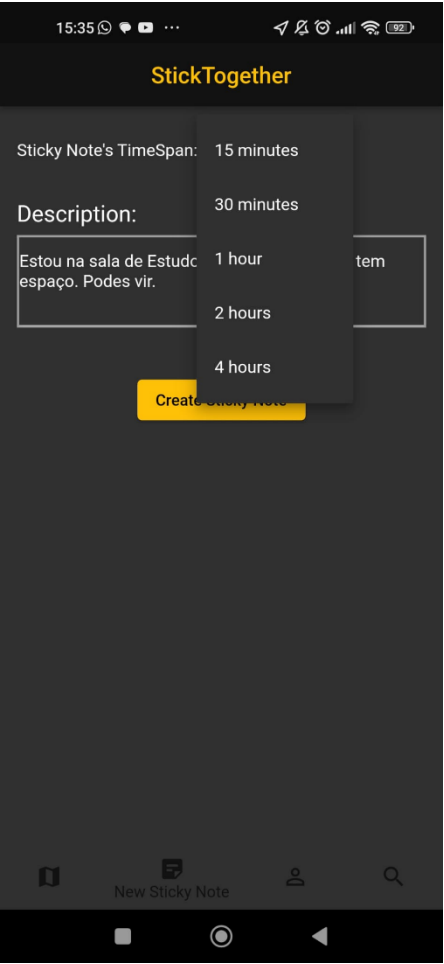
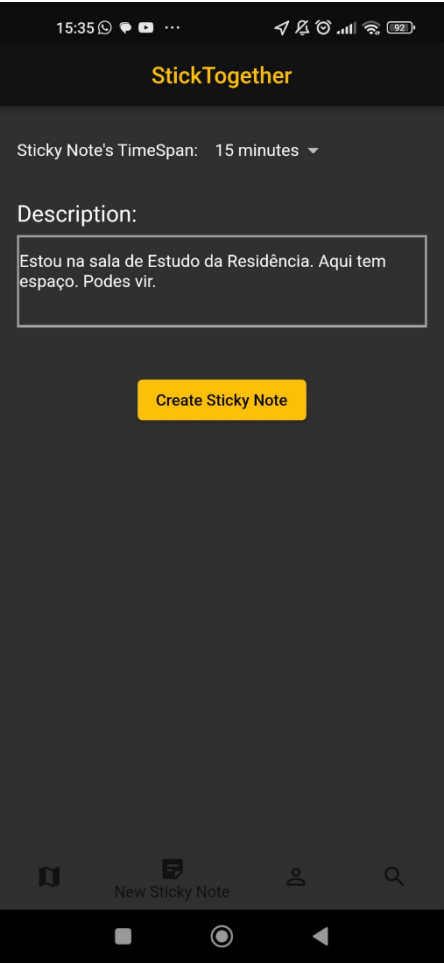


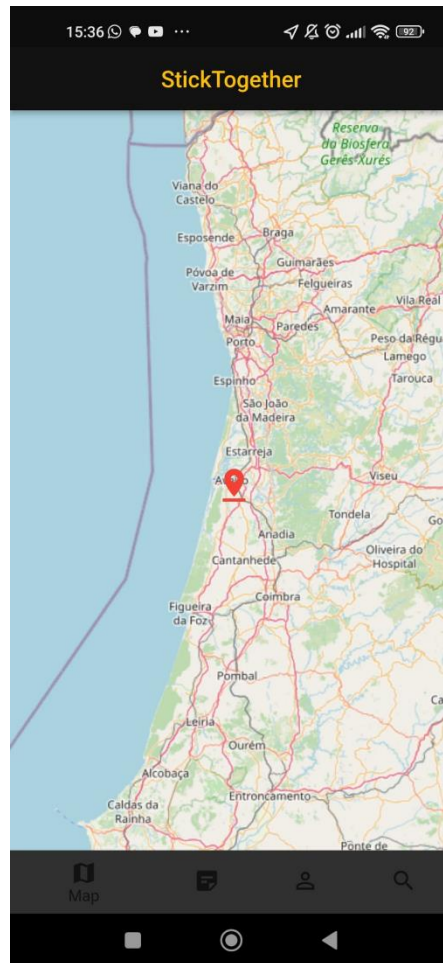
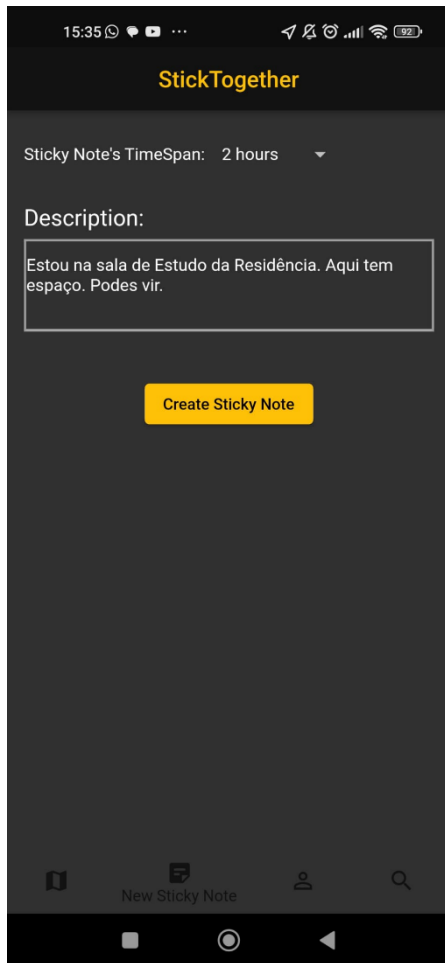
Edit Profile:

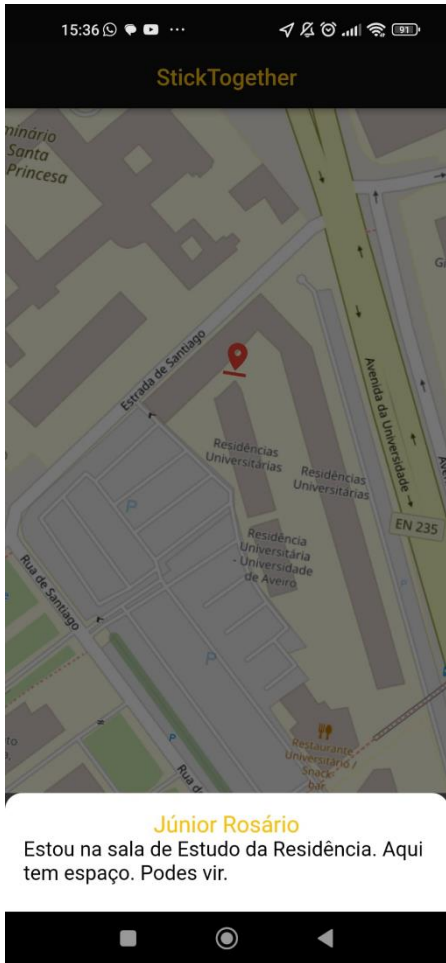




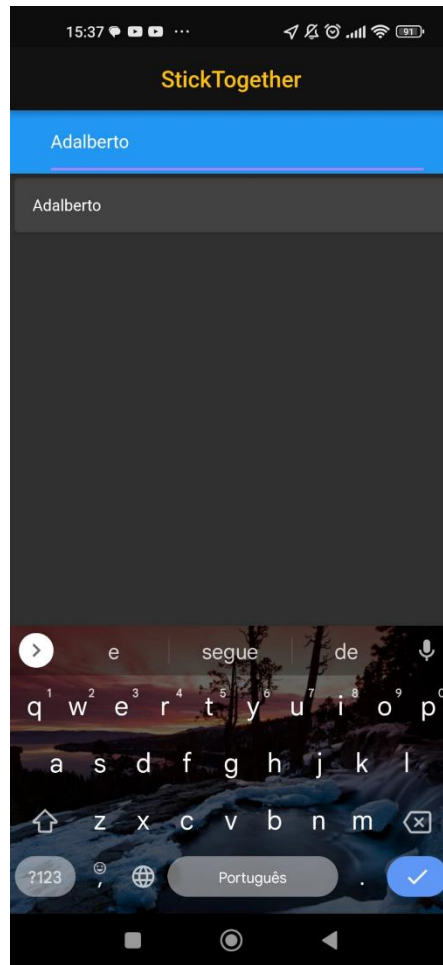
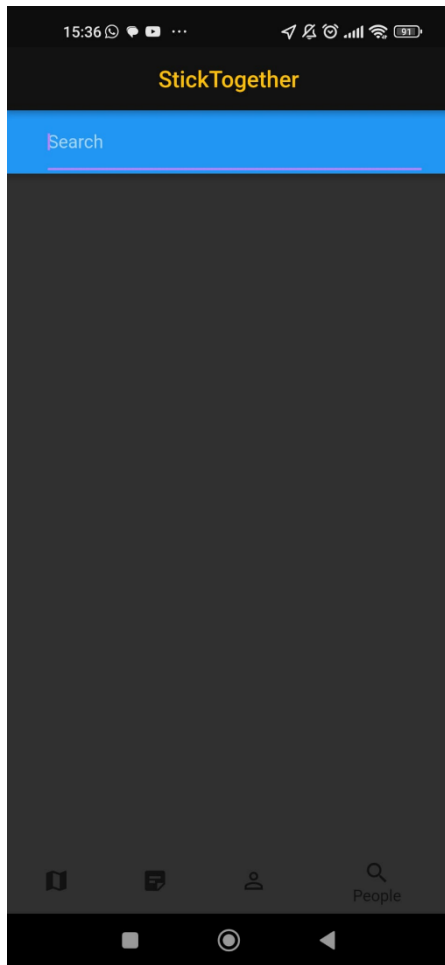
Create Sticky notes:

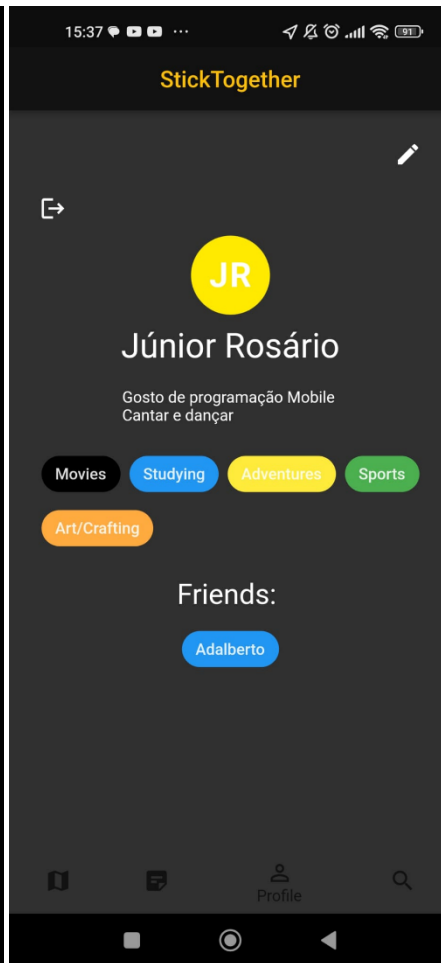


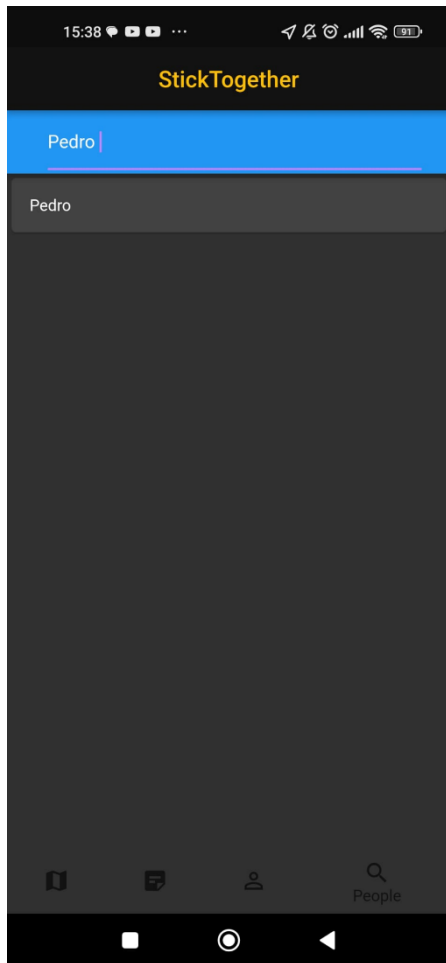


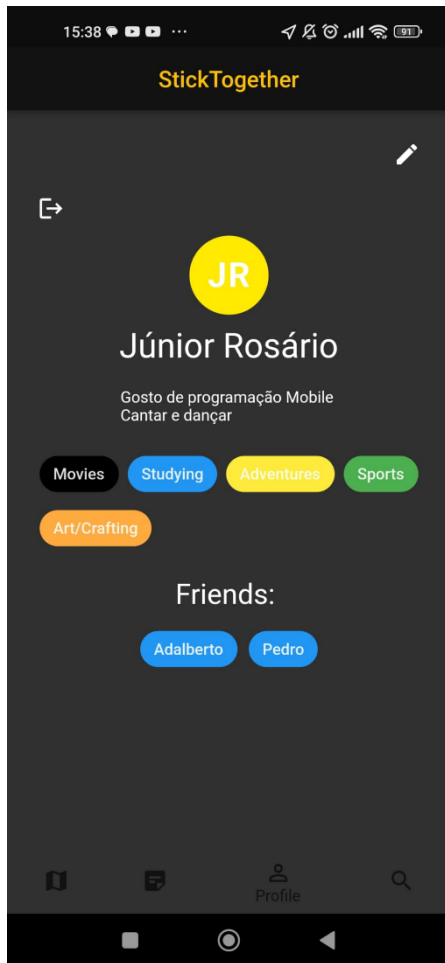


Add Friends:









Other informations

Git repository - <https://github.com/SamuTheCoder/StickTogether>

