

Project Flow (User Journey)

1. Signup Page

2. Required fields:

- Username
- Name
- Email
- Password
- Retype Password

3. Login Page

4. Login using:

- Username or Email
- Password

5. Post Login Redirection:

6. Redirect based on role:

- **User Dashboard**
 - Upload profile picture
 - Logout button
 - Display: Username, Welcome Message with Name, Current Streak, Visual Progress Dashboard, Quotes
- **Button:** Continue Learning → Redirects to Homepage
- **Admin Dashboard**
 - Upload picture
 - Logout button
 - Middle section:
 - Upload Resources button
 - Search bar (Filter students by name)
 - Display student progress reports

7. Homepage (after clicking Continue Learning)

8. Top Section:

- **Honour Board Button** → Opens a sidebar with:
- Search Filter
- Displays students with highest streaks (Visible to all users and admin)


9. Main Section: 5 Core Features

Feature Descriptions (in standard format)

1) AI Tutor Prompt

Main Idea: Learn any topic using preferred style + flashcard-based revision

Inputs: - : Subject entered by user (e.g., "Operating System") - : Learning style: , , or

Expected AI Output: 1.  **Explanation:** - Based on chosen mode: - Quick → Short summary - Deep → In-depth with examples - Step → Step-by-step breakdown 2. **Flashcards:** - 5 related questions (no answers)

Extra Features: - Save response - Rate the session - Mark as "Understood" - Earn XP after completion - Auto flashcards: Suggest 3–4 related questions on given topic

2) AI Student Mode

Main Idea: User becomes teacher, AI becomes student

Flow: - User explains a topic to AI - AI: - Asks follow-up questions - Gives feedback - Reinforces learning - XP rewarded for completing interaction - Weak/flagged areas are tracked for review

3) Gamified Learning

Main Idea: Make learning fun like a game

Features: - Earn XP from: - Lessons - Quizzes - AI interactions - Level up system - Badges for: - Streaks - Quiz performance - Milestones - Virtual Pet that evolves with levels - Visuals and achievements for motivation

4) Habit-Building Engine

Main Idea: Encourage daily consistent study

Features: - Daily reminders (via email/notification) - Streak counter - Weekly goal tracking (e.g., "Finish 3 topics this week") - XP boosts for streaks - Optional reset for missed days

5) Resource Library (For CSIT)

Main Idea: One-stop platform for all CSIT materials

Features: - Filter/search by: - Semester - Subject - Resources: - Notes (PDF) - Practice sets - Syllabus-wise material - Admins: - Upload/manage resources - Users: - Download materials - Mark as completed - Earn XP

Developer Notes

This document helps break down the required features and UI components for each page:

- **Signup/Login:** Basic auth setup
- **Role-based Redirects:** Separate dashboard for users and admins
- **Homepage:** Honors Board, AI Tutor, Gamified Learning, etc.
- **XP System:** Shared between features (track progress)
- **Admin Tools:** Upload content, view user progress

Keep each feature modular for scalability.