

Members: Talin Keshesh, Sako Asatryan, Zakir Rizvi, BachViet Nguyen, Justin Kalski

Team Name: Skill Swap

Project Name: Skill Swap

Main Tools/APIs: Flutter, Dart, Firebase Authentication, Cloud Firestone, Firebase Cloud

Functions, Firebase Storage, Firebase Cloud Messaging / FCM, Algolia, and Pinecone

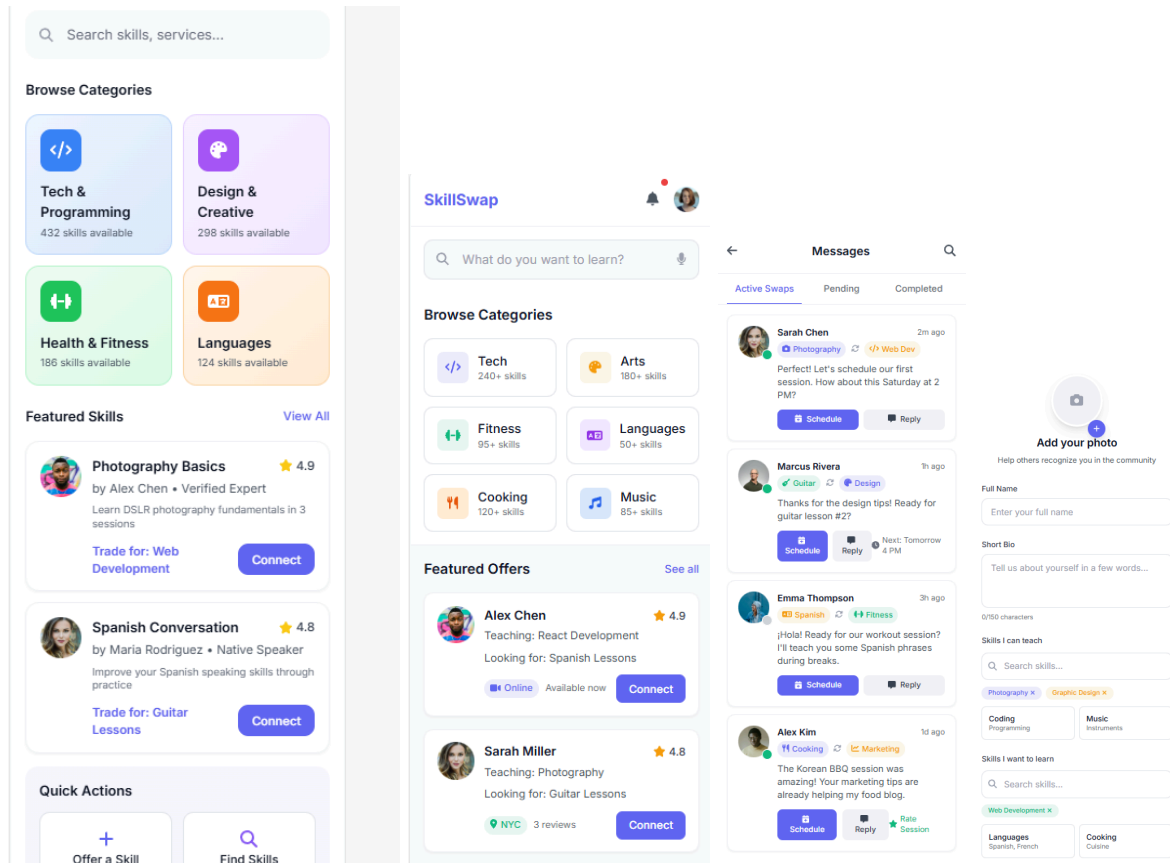
1. Objective/Overview

The Objective of this project is to allow others to exchange skills instead of using money. For example, a student with skills in Guitar could swap with a student who knows Calculus 2, and exchange their skills with each other, with an agreement set up in the app. The main goal is to make learning and collaboration easy and free for everyone.

This app will utilize multiple AI agents to enhance the experience of all users, while also making it easier for us, the programmers, to debug and code the app, thereby ensuring minimal bugs and optimal load times. The process flow will consist of the welcome page, going to the authentication through OAuth (using Google or Apple Sign in), or a simple email, and the professor stored securely in Firebase. Afterwards, the user will set up their profile, then see their dashboard, which will show off other skill swap users who have relevant skills that the user is looking for, the user could then browse and search for different users, by name, skill or location, or they can examine the profile details of a user recommended on the dashboard, if they connect with a user, they can go to the matches tab and see people who agreed to connect with them. In the corner of the matches tab, they could also see match requests. Suppose you're able to connect with people. In that case, you can message them and discuss if they truly match the skill level you're looking for. You can propose a swap with them. Once you do, you will wait for them to agree, and you will receive a notification that your swap was agreed to. After whatever term you

set ends, you could rate the person you've swapped with in terms of response time, culpability, and overall personality, which could be 3 different ratings that are averaged out in a full rating, given to the user. A rating will be given to the user who initialized the swap, too.

2. Design



3. GOAL

Usability: The app should be simple enough for anyone to use, it has clear navigation, and simple text. While the Ai agent helps guide the users using plain language.

Efficiency: All designs are made before coding, so changing anything can be done easily. The layout is minimal and the screen follows a logical flow to avoid any type of confusion.