Documentation and Copyright Compliance in EdQuest

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1. App Features and Functionality

Overview:
The app is designed to create an engaging and accessible learning experience by offering interactive educational games, progress tracking, achievements, and social media integration. These features work together to keep users motivated and connected while learning.

Main Features:

- **Educational Games:**
  The app includes several game modes that target specific skills:
    - **Storytelling Game:** Enhances creativity and comprehension.
    - **Spelling Game:** Helps users improve their vocabulary and spelling.
    - **Grammar Game:** Teaches proper grammar rules through interactive challenges.
    - **Comprehension Game:** Strengthens reading comprehension through quizzes based on passages.
- **Progress Tracking:**
  The app monitors the user's learning journey, displaying progress in real-time, indicating areas where they have succeeded and areas that need improvement. This motivates continuous learning.

- **Achievements:**
  Users can unlock achievements as they complete tasks, such as mastering a level or completing a series of lessons. These achievements can be viewed in the profile and serve as a reward for progress.

- **Social Media Sharing:**
  Users can share their achievements, badges, and milestones on various social media platforms (e.g., Facebook, Twitter, Instagram), allowing them to celebrate success and inspire others to join the app.

- **Chatbot Assistance:**
  An integrated chatbot provides real-time support by answering questions, offering hints, and guiding users through the app's features.

Instructions to Run the App

Follow these steps to set up and run the app on your local machine:

Prerequisites:

1. **Node.js: Ensure that Node.js is installed on your system. You can download it from Node.js official website.**

npm: npm comes bundled with Node.js. You can verify its installation by running:
npm --version

2. **Expo CLI: Install Expo CLI globally for easier development and testing. You can do this by running:**
   npm install -g expo-cli
3. **Android Studio / Xcode: For testing on Android or iOS simulators, ensure that you have Android Studio or Xcode set up. Instructions can be found here for Android and here for iOS.**

Steps to Run the App:
Clone the Repository: Clone the app's repository to your local machine using Git: https://github.com/meiciji/edquest.git

1. **Navigate to the app directory:**
2. **Install Dependencies: Install the required dependencies listed in the `package.json` file:**
3. **Run the App: Use Expo CLI to start the app.**

Troubleshooting:

- **Dependencies Issues: If you encounter errors during `npm install`, try deleting the `node_modules` folder and `package-lock.json` file, then run `npm install` again.**
- **Simulator Not Working: Ensure that Android Studio or Xcode is properly set up and that an emulator or simulator is running.**

By following these steps, you should be able to successfully run the educational app and begin testing it on your device or simulator.

2. Sources of Third-Party Content, Libraries, and Frameworks

React Native:

- **Purpose:** React Native is used to build a cross-platform mobile application that works seamlessly on both iOS and Android. It offers native-like performance while enabling efficient development.

React Navigation:

- **Purpose:** React Navigation handles navigation within the app, managing the transitions between different screens, and improving the user experience by providing smooth navigation features.

AsyncStorage:

- **Purpose:** AsyncStorage is used for persistent local storage, ensuring that users' data, such as achievements, progress, and preferences, is stored and retrieved even after the app is closed and reopened.

Expo Vector Icons:

- **Purpose:** Expo Vector Icons provide a collection of high-quality icons for user interface elements like buttons, menus, and notifications, enhancing the app's visual appeal.

Ionicons:

- **Purpose:** Ionicons are used for additional icon sets, helping to maintain a consistent and professional design across the app.

Linking:

- **Purpose:** Linking is used to handle external URLs, enabling social media sharing, web redirection, and opening external resources within the app.

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3. Licenses and Permissions

React Native:

- **License:** MIT License
    - This open-source license allows free use, modification, and distribution of the software. Users are required to include a copy of the license in any redistribution.

React Navigation:

- **License:** MIT License
    - The library is freely available for modification and distribution under the terms of the MIT License.

AsyncStorage:

- **License:** MIT License
    - AsyncStorage is licensed under the MIT License, allowing it to be freely used, modified, and distributed.

Expo Vector Icons:

- **License:** MIT License
    - The icons library is open-source and freely available under the MIT License, with permission to modify and distribute.

Ionicons:

- **License:** MIT License
    - Ionicons are available under the MIT License, allowing developers to use, modify, and distribute them as needed.

Copyright Compliance

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1. Third-Party Content

- **Images:**
  All images used in the app are either created in-house, sourced from free-to-use repositories (e.g., Unsplash, Pexels), or licensed from professional services (e.g., Shutterstock, Adobe Stock). For any licensed images, proper attribution is provided in the app's documentation, as required.

- **Music and Sounds:**
  Any audio used, such as background music or sound effects, is sourced from royalty-free repositories (e.g., Free Music Archive, SoundCloud's Creative Commons section) or created in-house. If third-party audio is used, proper licensing and attribution are ensured. If music is sourced from paid services, the app includes license documentation.

- **Code:**
  All third-party code, such as snippets or libraries integrated into the app (e.g., React Native, AsyncStorage), is used in accordance with the licenses of those libraries (primarily MIT, GPL). The app credits the libraries in its documentation, ensuring full transparency.

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2. Intellectual Property Rights

- **Attribution:**
  The app will provide proper attribution for all third-party content used, whether it's code, images, sound, or icons. Each library or framework's license and attribution requirements will be respected, and credit will be given in the appropriate sections of the app, such as an "About" or "Credits" page.

- **Licenses:**
  The app ensures that all open-source libraries and frameworks are used according to their respective licenses (e.g., MIT, GPL). For libraries under the MIT License, users are given full freedom to use, modify, and redistribute, as long as the license and copyright notice are included in any redistribution.

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3. Open-Source Libraries

- **React Native:**
    - **License:** MIT License
    - React Native's MIT license allows for flexible use, modification, and distribution of the framework.
- **React Navigation:**
    - **License:** MIT License
    - Users can freely modify and distribute React Navigation under the MIT License.
- **AsyncStorage:**
    - **License:** MIT License
    - AsyncStorage is also licensed under the MIT License, allowing for usage and modification with appropriate attribution.
- **Expo Vector Icons:**
    - **License:** MIT License
    - Expo Vector Icons are available under the MIT License, with permission to use, modify, and distribute freely.
- **Ionicons:**
    - **License:** MIT License
    - Ionicons are also licensed under MIT, which supports free use, modification, and distribution.