CONSERVE
TO SERVE

TANTRAFIESTA
2020

Mind View

Bring your ideas on screen

Version 1.0 (09/2020)

CodeFlow

"To Enrich and Execute"

Developed By

BitsNBytes

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Problem Statement

Problem statement number chosen : **3**

3. Prateek is the founder of a famous architect company, Quantum. It is famous because it works with planning and execution. So they always create mind-maps before dealing with problems. His team always uses papers to create the mind-maps. One day, Prateek's friend Prince suggests him to use less paper and also tells him about the necessity of trees in the ecosystem. This made Prateek think about some software through which the company can make mind-maps while planning. So he contacts your team and tells you about his problems in dealing with the green economy and sustainable development. He demands you to build a software for him which can build mind maps. He also wants you to add a special feature which should include team name (to be taken as input all the time the program starts) with his company logo to be flashed as a watermark so that he can recognise which team of his company has submitted their respective mind-map. The mind-map should be downloadable so that teams can email the mind-maps to their bosses. Now you have to make such a type of software for his company so that the company can go paperless.

Team Details

Introduce your team....

Team Member 1 (SPOC) :

Pulkit Batra
Developed web app

Team Member 2 :

Gopal Pandey
Developed web app

Team Member 3:

Shubham Sagar
Developed android app and FAQ section

Team Member 4:

Nimish Phalnikar
Developed android app and FAQ section

All the work has been done in collaboration with equal distribution.

Introduction

Our team has built a **web-app solution** for the **mind map problem**. Our primary focus has been on the website application which has been fully developed.
We also implemented an android app based solution which is currently a prototype and needs further improvements.

Looking at the problem statement, for a company, a web-app based solution becomes more viable due to its compatibility on PC's and Mobile devices.

The web-app solution addresses all the problems given to us. Here is a step-by-step breakdown of each feature and its usage.

Point 1: Giving Team Name
The team name is taken as input at the starting and can be changed later in the code too.

Point 2: Adding watermark
Before starting your mind map journey, you need to provide a watermark for your canvas.

Point 3: Adding Shapes/Image/Lines/Text box
As you have completed **point 2,** the canvas is all yours now. Bring your creativity out and choose from the different shapes and style their colors to bring your ideas on screen. You also add lines and images to give the mind map a personalised touch. The text inside the shapes can be aligned and all of these items are resizable and draggable over the whole canvas.

Point 4: Undo/redo/delete
Humans are bound to make errors. But don't worry, we got you covered. At any instance, you can undo/redo your work or delete any node from canvas.

Point 5: Zoom in/Zoom out
You can Zoom in and Zoom out on the canvas using the mouse scroll.

Point 6: FAQ section
At any point if you have difficulty in using any feature, you can check the FAQ section included in the folder.

Point 7: Save
The mind map will be saved in PDF format with the team name you have given.
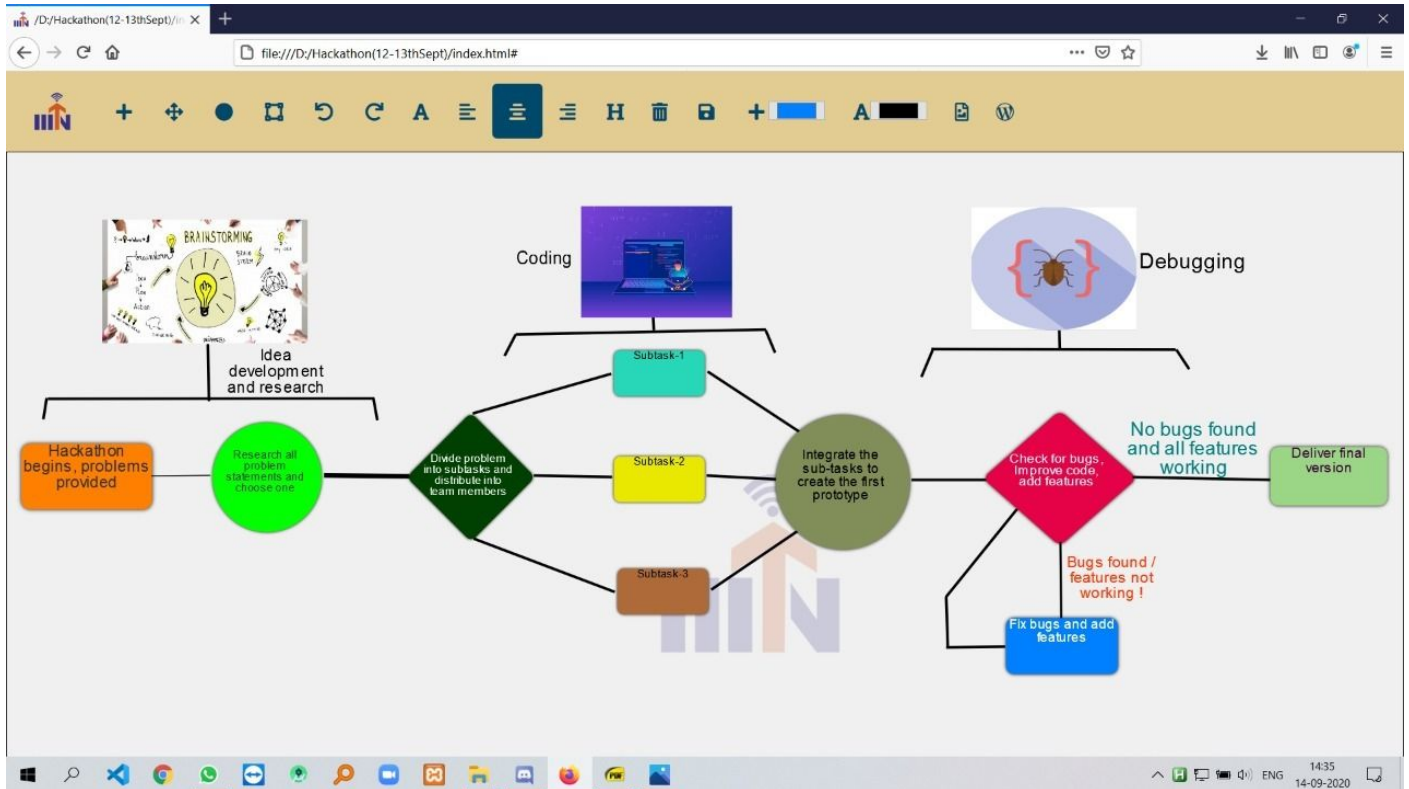
Project

Solution link:

https://github.com/pulkitb1/Hackathon-12-14September/

References

1. www.google.com
2. www.stackoverflow.com
3. https://konvajs.org/
4. https://developer.android.com/

Prototype

Snapshots:

Video:
Refer to the application folder for the video titled "instruction.mp4".

Hardware Requirement

64 bit processor
With at least 2 GB RAM
50 MB free space on Hard Disk
Color Monitor/LCD

Operating System & Compiler

MS Windows/Linux/MacOS
(Chrome/Firefox/Edge recommended)