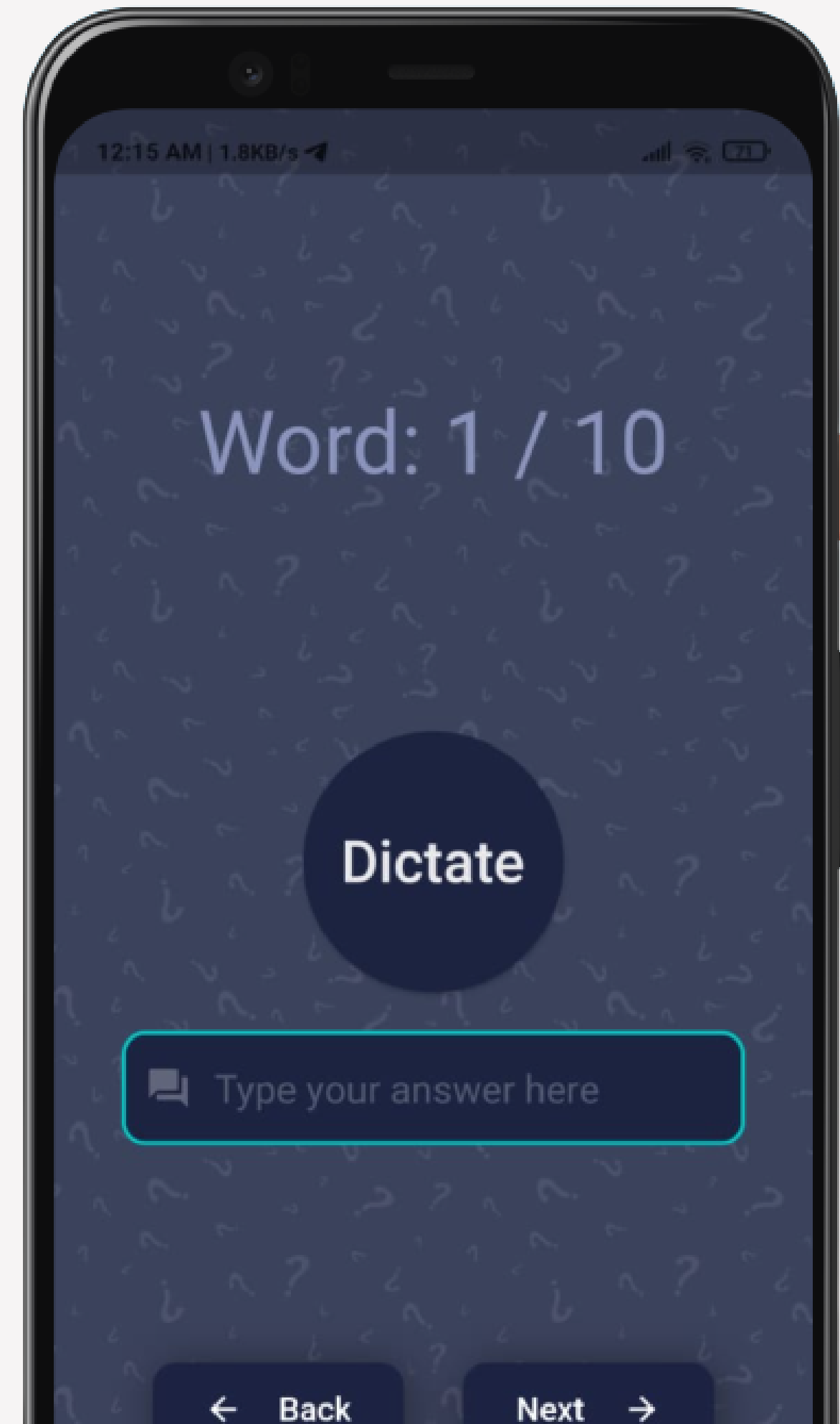


Spell it



Outline

- Problem addressed
- Solution
- Tech-stack
- Flow
- Timeline
- Screenshots

Problem

- Reduced focus on learning spellings
 - Online schooling due to pandemic
 - Digital mediums for written assignments
 - Auto-correct and inbuilt spell check
- Learning spellings is boring

Solution

- Practice spellings in a gamified manner on the phone

Features

- App dictates the word and user needs to type the answer
- No auto-correct
- Displays correct spellings for improvement
- Different levels

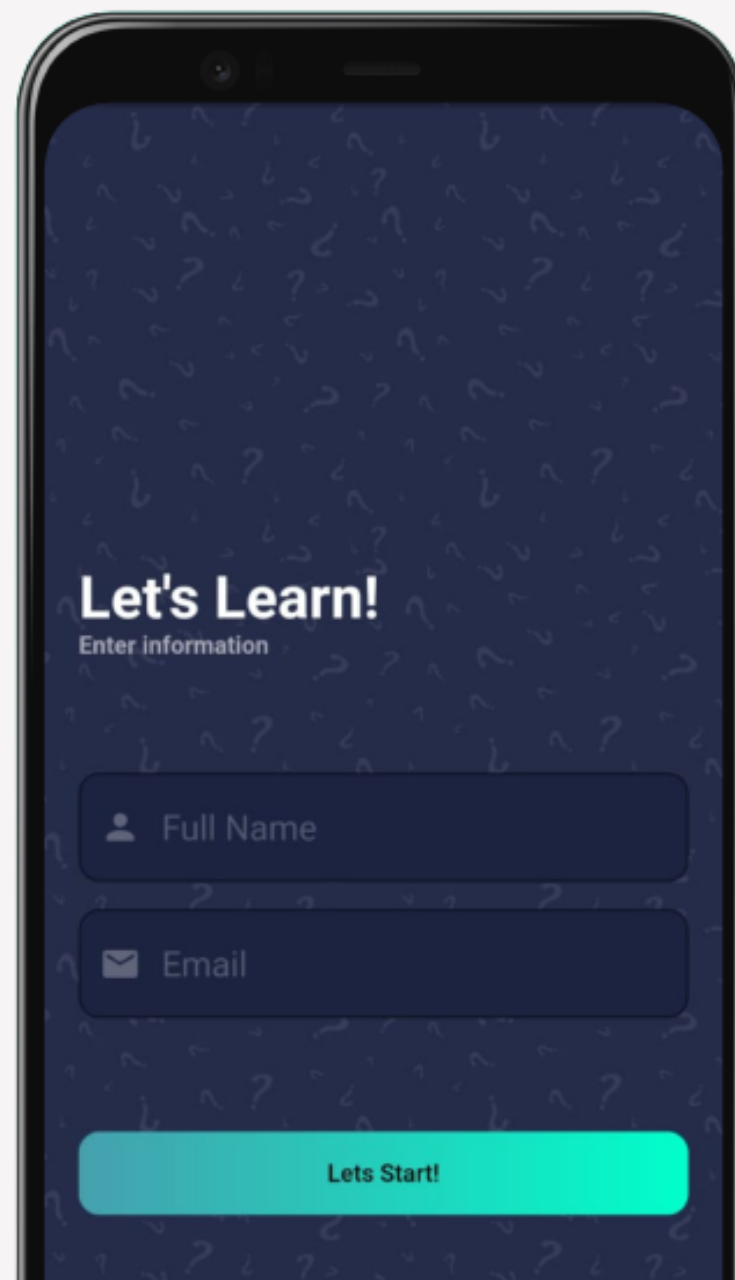
Tech-stack

- Flutter
- Google APIs* for auth
- Google play console

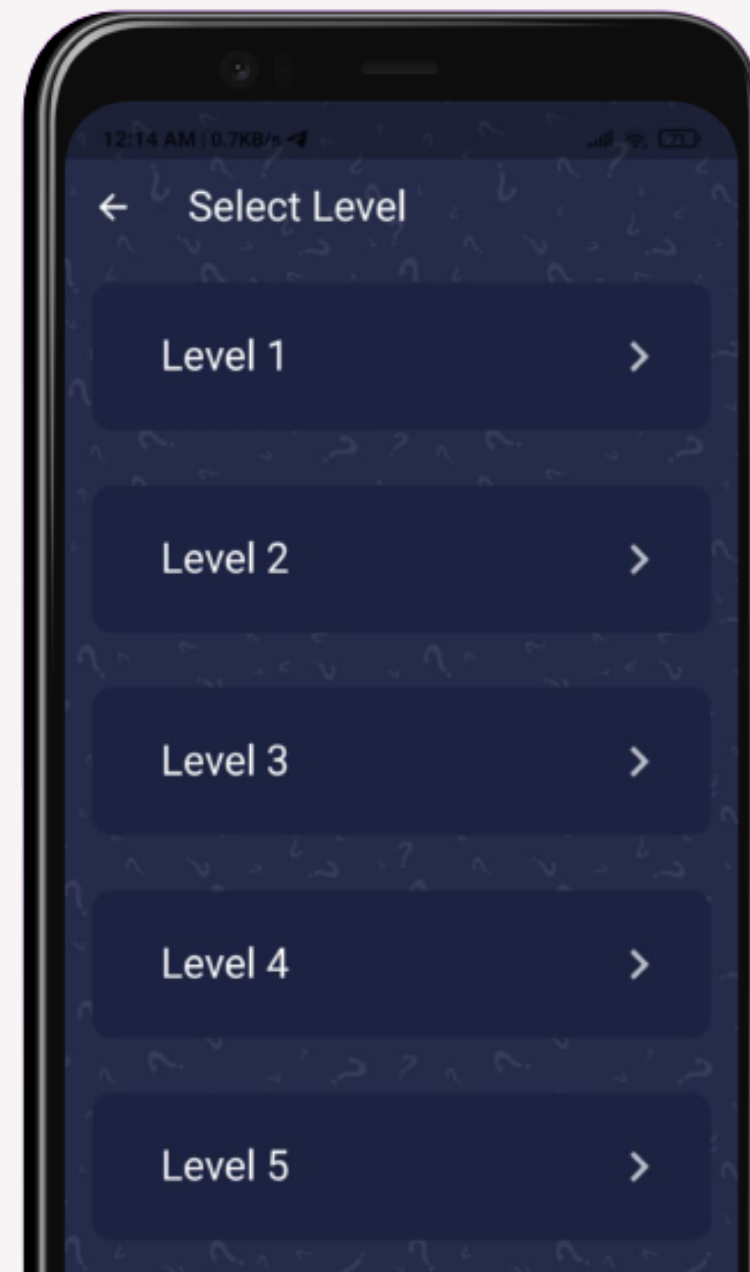
*Removed in play store version due to legal issues

Flow

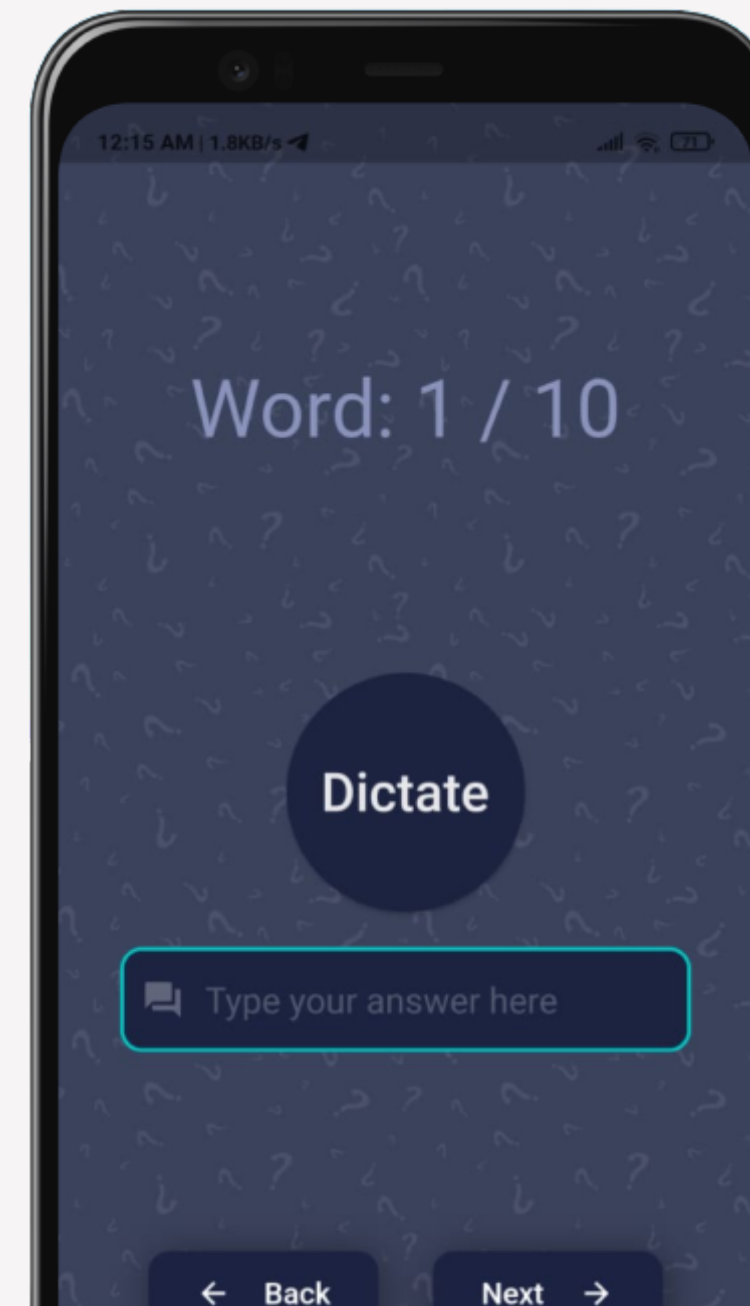
Login



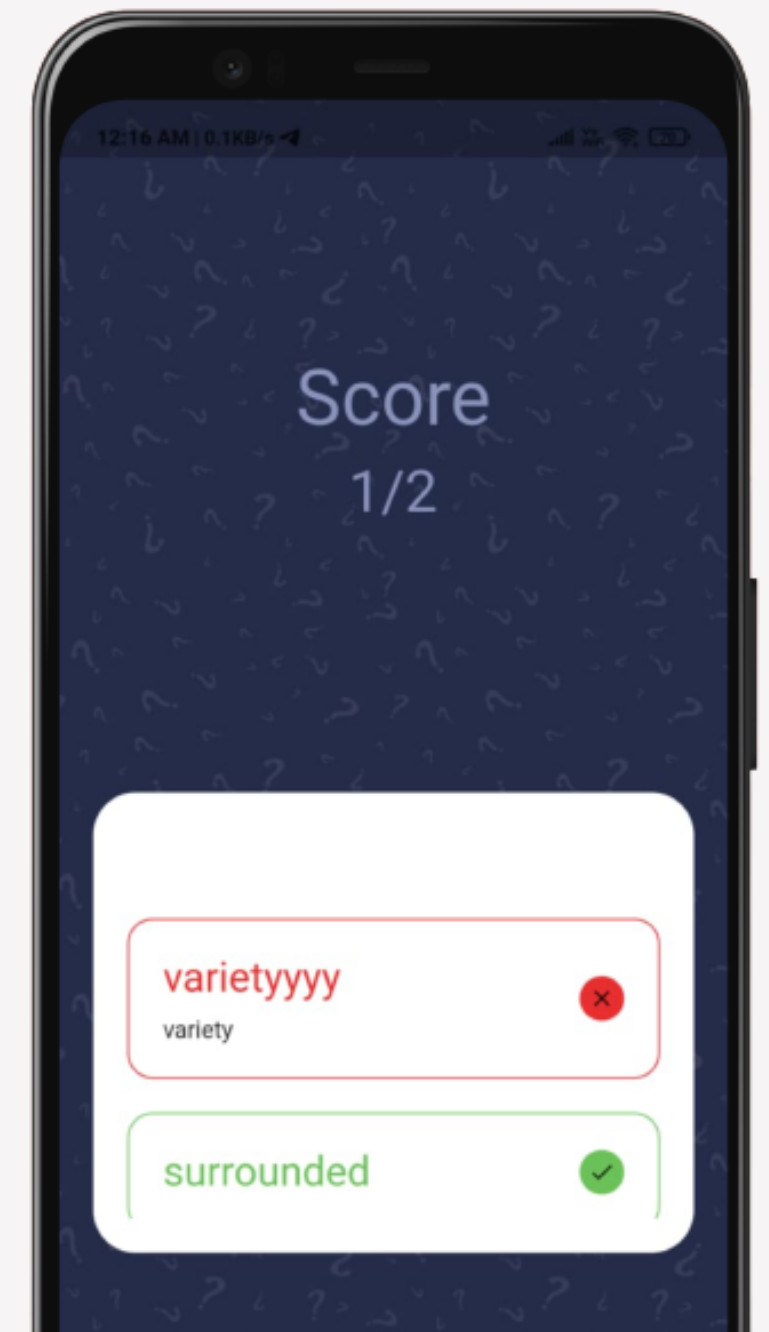
Select level



Test



Result



Timeline



Week 1

- Market survey
- Learnt dart and flutter
- Read Documentation
- learnt from video tutorials
- Made mini apps
- (6-8 hrs)



Week 2

- Defined the scope of the project
- UI layout
- Started application built
- Made MVP (minimal viable product)
- Collected user feedback
- Improved MVP
- (20-22 hrs)

Timeline



Week 3

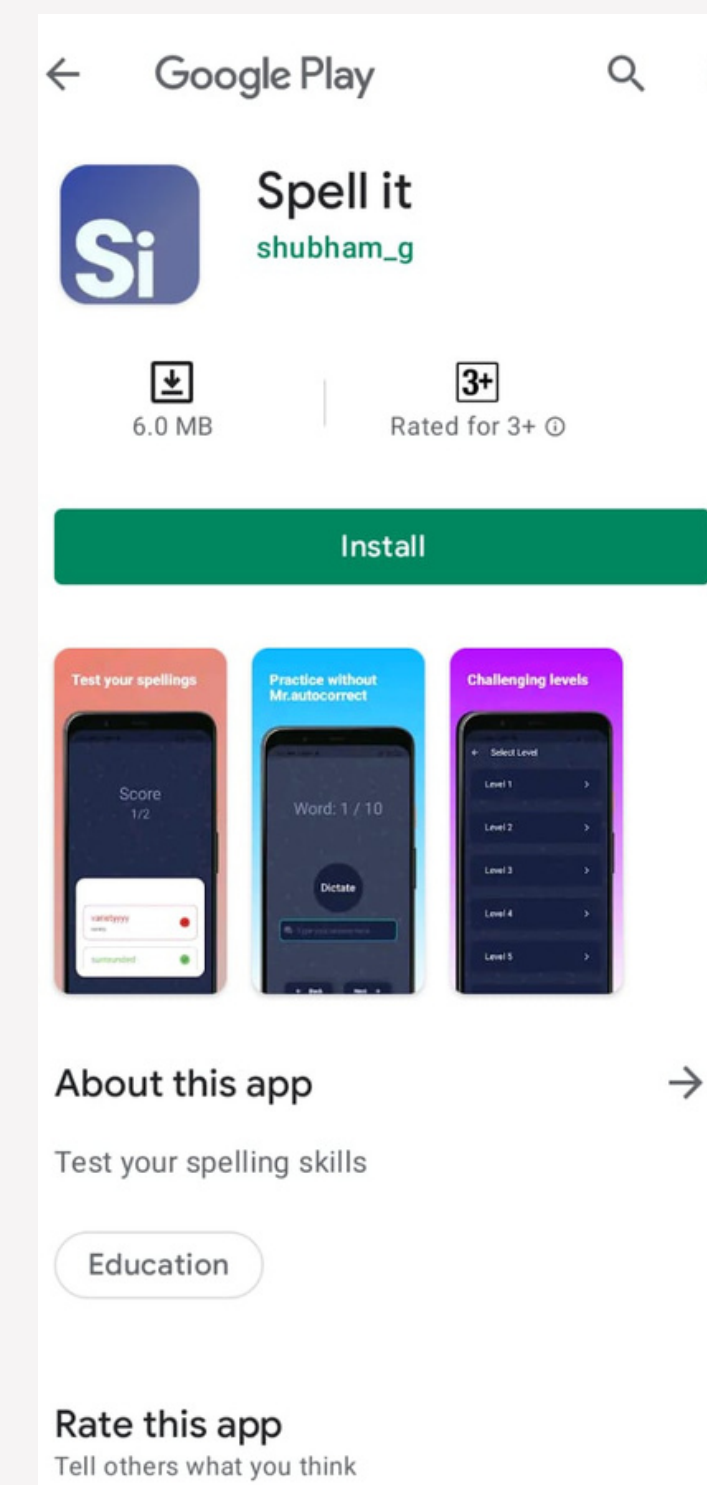
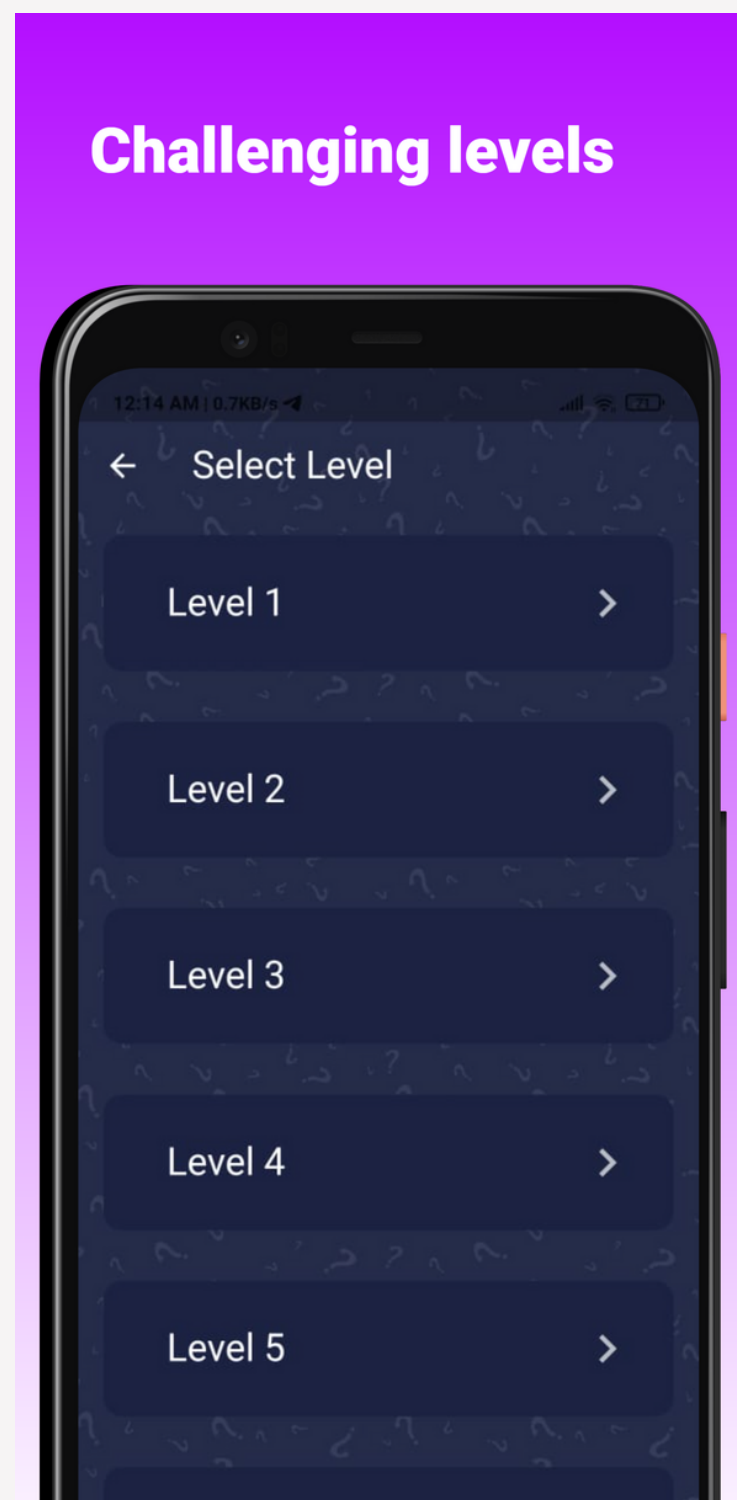
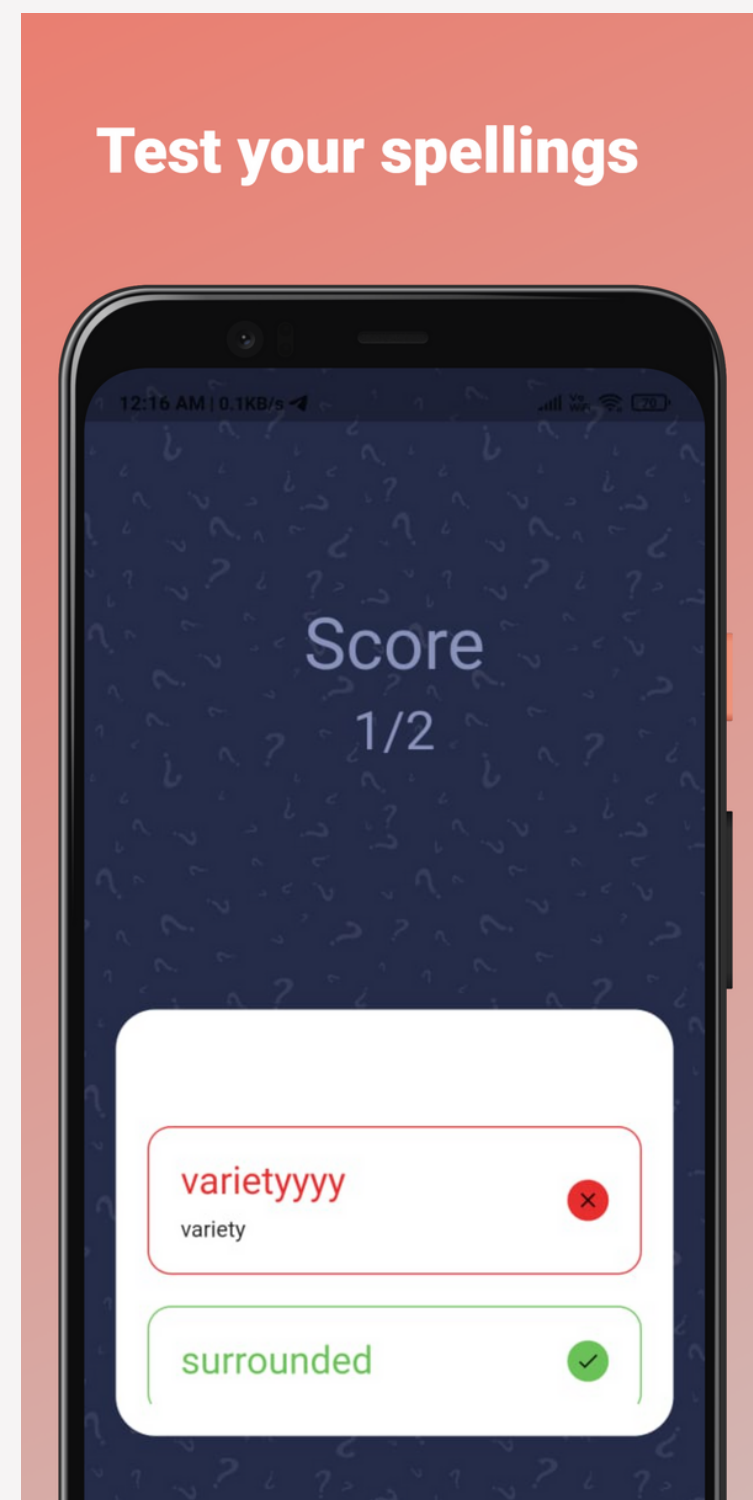
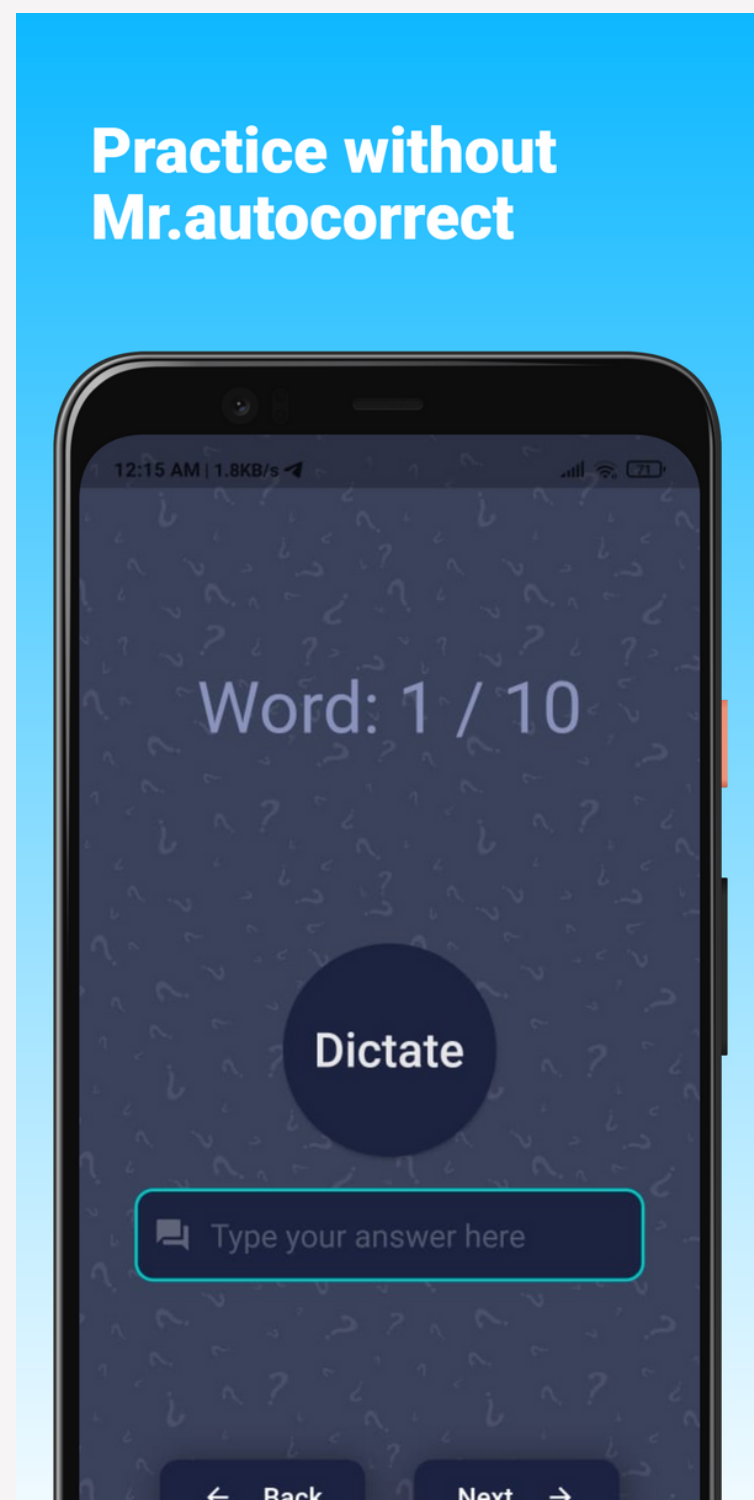
- Bug fixes
- UI layout updates
- First version built!
- Icon, banner and screenshots
- Play Store console account creation
- Update to make legally compliant
- Made Privacy policy
- (15-18hrs)



Week 4

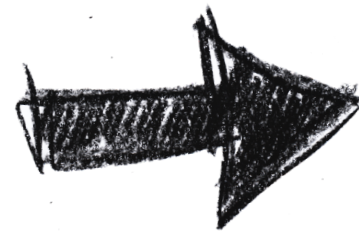
- Collected user feedback
- (1-2hrs)

Screenshots



Test out the app

**Click
me**



[https://play.google.com/store/apps/details?
id=com.flutter.dictation_app_spell_it](https://play.google.com/store/apps/details?id=com.flutter.dictation_app_spell_it)