

SADHANA CARD

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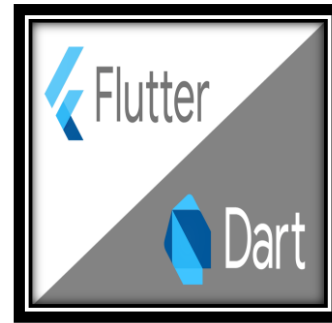
Client: Amit Bahamare



Sign In or Sign Up Page



Dashboard



Tool & Language

INTRODUCTION

Sadhana Card is a Mobile Application developed to help the devotees of lord Krishna connected under ISCKON Culture for Education. It helps devotees to track their devotional practices and participation in devotional events by converting that into points, based on the time and activity entered by devotee which gives a complete progress report on monthly, quarterly, annually basis. The Project developed by three aspiring IT Graduate students as a team and they named their team as MCJ Consultants.

This application helps devotees to make their daily devotions easy as Sadhana Card is always at devotees' hand, they just have to add what they have done. Sadhana Card can completely remove the need of hard copies to maintain activity records. Whether they are doing job or a student or a preacher, it will be useful for all.

DEVELOPMENT

The requirement of the project Sadhana Card is a mobile application. There are several tools and languages to develop. After a good research as per the current market standards we chosen flutter. Flutter is an open source UI software development tool used to develop mobile used to develop applications for Android, ios and other platforms from a single codebase. The Dart was the code used in application development.

Team created a development plan using agile in scrum software development methodology. In this method the team divided work into three sprints and each sprint with sprint backlogs which are allocated according to time.

The team initially created a system analysis and design plan also a sample of wireframe and visual design by using adobe XD. This design was shown to client and took an approval.

As tools and language both are new, team started learning through available sources online. As part of development, a user interface (UI) design has been created in flutter. In the User Interface developed welcome screen with mantra given by the client. After the welcome screen redirects to sign-in/sign-up page with reset password option. On a successful sign-in it redirects to dashboard screen which consists several activities chanting, reading, listening, services and more services. Under chanting developed three sliders to represent different time slots. Under reading, hearing, services and more services two sliders for each representing time in hours and minutes and a free text box to enter the details in brief.

After the User Interface development database has been attached in the back end. The Database created on SQ Lite using flutter. This database created with three tables for login, points and daily reports. This tables helps to store the data entered by the users.

After Successful completion of data base application sent for testing to identify the development-based errors. In Phase 1 team completed functional testing and checked all the data input by user stored or not. After several other tests was performed and eliminated runtime errors. After all the steps finally a fully tested android-based mobile application Sadhana Card developed.

CONCLUSION

The Project Sadhana Card team followed the best project practices to achieve the ensured outcome. For a successful app, team should have the proper development process including requirement gathering, design, development, testing, Launch. The application Sadhana Card developed under dedicated team in best development environment as per the requirement which is ready to launch. After a successful launch everyone can able to download and use it.