



This project has received funding from the European Union's Horizon 2020 research and innovation programme under grant agreement No 824466 . This document reflects the views of the author and the European Union is not responsible for any use that may be made of the information it contains.



Participatory Urban Learning Community Hubs through  
Research and Activation

EC Grant Agreement	No 824466
Project Acronym	PULCHRA
Project Title	Science in the City: Building Participatory Urban Learning Community Hubs through Research and Activation
Instrument	HORIZON 2020
Programme	Open schooling and collaboration on science education
Start Date of Project	01/09/2019
Duration	36 months

## Deliverable 7.2 - City Challenges App

WP7	Design, development and population of the City Challenges Platform [including the web visualization platform and the app]
Due Date	31/10/2020
Submission Date	13/11/2020
Responsible Partner	NKUA
Version	1.0
Status	Final
Delivery Type	Other
Dissemination Level	Public
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## Executive summary

This document is the report that supports *Deliverable 7.2: City Challenges App* of the PULCHRA project. The report describes all steps taken and stages implemented for the design, development, launch and release of the PULCHRA app.

## Version History

Version	Date
0.1 - ToC	10/07/2020
0.2 - 1 <sup>st</sup> draft of Chapters 1, 2.1-2.4 and 2.10	17/07/2020
0.3 - 2 <sup>nd</sup> draft after internal and before external app testing	30/10/2020
0.4 - 3 <sup>rd</sup> draft after external app testing	09/11/2020
1.0 - Final version	13/11/2020



## 1. Introduction

The PULCHRA project explores the open schooling concept through the theme "Cities as urban ecosystems", in view of creating new partnerships in local communities to foster science education for all citizens.

Schools, in cooperation with other stakeholders will become agents of community well-being, by exploring the natural environment, the built environment and the socio-economic environment in cities. This is of great importance, given the urgency of cities to be approached as urban ecosystems is underestimated.

The methodology is based on pilot themes (termed City Challenges) which create know-how, built trust in the science approach based on participants own experience, facilitate skilled use of tools and support community building as they are based upon the identity of the communities in which they take place. A City Challenges Platform is developed to bridge partners, schools and stakeholders; mixed Science Teams and students acting as City Reporters will explore and disseminate the City Challenges, respectively.

Work Package 7 aims at defining the requirements of the City Challenges Platform to support open schooling and collaborations in science education, designing and developing the City Challenges Platform and app and populating the City Challenges Platform.

Task 7.5 aims at designing and developing the PULCHRA app, which will provide short information on the PULCHRA project and will allow the general public to explore more on project-related topics such as City Challenges, urban ecosystems and Sustainable Development Goals.

This document is the report that supports Deliverable 7.2: *City Challenges App* of the PULCHRA project. The current report describes all steps taken and stages implemented for the design, development, launch and release of the PULCHRA app.

The stages of the City Challenges App Development Cycle are:

1. Planning
2. Goal and Objectives
3. Functional and Non-Functional Requirements
4. Wireframes and Storyboards
5. Backend Development
6. Frontend Development
7. Testing
8. Preparing Launch
9. Release
10. Maintenance and Support



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## Timetable

The timetable of the PULCHRA App Development Cycle is presented below.

App phases	Time plan
Planning	November 2019 – October 2020 (incl. corrective actions)
Goals and Objectives	March 2020 – July 2020
→ Feedback from Coordinator/ Deliverable Lead	24/7/2020
Functional and Non-Functional Requirements	March 2020 – July 2020
Wireframes and Storyboards	May 2020 – July 2020
→ Feedback from ALL partners	31/7/2020
Backend Development	September - October 2020
Frontend Development	September - October 2020
Testing	16/10/2020 - 06/11/2020
→ Feedback from Coordinator (deliverable lead), partners and potential users	06/11/2020
Preparing Launch	November 2020
Release	Depends on time and procedures required by Play Store (Google) and App store (Apple).
Maintenance and Support	From app release until August 2022 (end of the PULCHRA project)



## 2. PULCHRA App Development Cycle

### 2.1 Planning

Planning is the first and most important step of the app development process. During the planning phase, the development activities are defined, the timeline is created, and the project team members are selected. The stages of the App development cycle that have been adopted are:

1. Planning
2. Goal and Objectives Set
3. Functional and Non-Functional Requirements Described
4. Wireframes and Storyboards Design
5. Backend Development
6. Frontend Development
7. Testing
8. Preparing Launch
9. Release (in the Play Store (Google) and App store (Apple) for download)
10. Maintenance and Support (until the end of the PULCHRA project)

The cycle includes feedback loops at various stages to improve the user acceptance, operability, and efficiency.

The last stage of the process, which is in progress, is the release of the app, making it available in the Play Store (Google) and App store (Apple) for download. Maintenance and technical support will be provided until the end of the PULCHRA project.

### 2.2 Goal and Objectives

The PULCHRA project targets the exploitation of the concept of open schooling in view of:

- bringing new scientific knowledge for the city as an urban ecosystem and facilitating participation of citizens of all ages in scientific discovery;
- building trust in the method of science through the own experience of participation;
- establishing concepts to recognise the strong links of the natural environment, the built environment and the socio-economic environment;
- developing knowledgeable, innovative, and participatory communities able to cope with city-scale challenges; and
- exploring common issues related to the city as an urban ecosystem through specially designed City Challenges.

The major goal of the PULCHRA app is to act as a dissemination and engagement tool on the topic of cities acting as urban ecosystems and explore targeting groups of people who do not usually engage with these types of topics.

The app will provide users with personalised and tailor-made feedback according to their preferences regarding challenges urban areas face and encourage their participation by providing them with the option to upload related posts and learn more on the issues they are interested in.

The target audience of the app is any audience that may have an interest in the City Challenges topics and in suggested solutions, in the concept of re-naturing cities using nature-based solutions and innovation actions for improving the quality of life for more sustainable and resilient cities. Therefore,



the target audience is defined as the ‘general public’ as an effort to attract groups of people and individuals that are not included in the other target audiences identified by the project.

### 2.3 Functional and Non-Functional Requirements during design phase

The Functional and Non-Functional Requirements of the app, as developed during the app design phase, are described in the following tables. It should be noted that several modifications have been applied to the following requirements to facilitate user navigation during the app development phase. The finalised requirements are presented in section 2.5. The Terms of Use of the PULCHRA app are presented in Annex 1.

#### Functional Requirements

<b>ID:</b> FR_usrAuth-001	<b>Description:</b> The first time the user opens the app, he/ she must have a sign-up option, where he/ she fills in the following information in the corresponding fields: name, email and password. If he/ she already has an account, there is a button at the bottom of the page, in order to be redirected to the sign-in option from there.
<b>Title:</b> Sign-up	
<b>User groups:</b> Non-registered users	
<b>Priority:</b> High	

<b>ID:</b> FR_usrAuth-002	<b>Description:</b> The first time the user opens the app or if he/she has previously logged out, he/she must have a sign-in option, where he/she has the ability to use the application with an already created account. The user must fill in the following information: email and password.
<b>Title:</b> Sign-in	
<b>User groups:</b> Registered users	
<b>Priority:</b> High	

<b>ID:</b> FR_usrAuth-003	<b>Description:</b> The user can also sign-up by using two alternative methods: Facebook or Google+.
<b>Title:</b> Alternative sign-up options	
<b>User groups:</b> Non-registered users	
<b>Priority:</b> Low	



<b>ID:</b> FR_usrAuth-004	<p><b>Description:</b> The user can retrieve his/ her password in case he/ she forgot it. Retrieval instructions will be sent to his/ her email. After the user clicks on the link in the email, he/ she received, he/ she will be redirected inside a page in the app, where he/ she must provide a new password and then repeat it for safety purposes.</p> <p><i>Reset Password Email Template (via HTML)</i>  <b>From:</b> e.g. pulchra@pulchra.org  <b>To:</b> Me  <b>Subject:</b> Reset your password</p> <p style="text-align: right;">&lt;PULCHRA logo&gt;</p> <p>Hi &lt;user's name&gt;,          We noticed you requested to reset the password for your PULCHRA account. Please click this link to reset your password:              &lt;link that redirects user to password retrieval page inside the app&gt;.          Thank you,          The PULCHRA Team</p> <p><u>If you did not request a password reset, please ignore this email.</u>  <u>This is an automated email, please do not reply.</u></p>
<b>Title:</b> Password Retrieval (Forgot Password)	
<b>User groups:</b> Registered users	
<b>Priority:</b> High	

<b>ID:</b> FR_usrAuth-005	<p><b>Description:</b> The app should warn the user in case he/ she fills in the fields incorrectly, for either sign-up or sign-in information. That includes: invalid-email or password (sign-in), invalid email (sign-up), invalid password (sign-up: less than 8 characters) and not ticked Terms and Conditions box (sign-up) plus the ones mentioned below (FR_usrAuth-006, FR_usrAuth-007)</p>
<b>Title:</b> Invalid input handling	
<b>User groups:</b> ALL	
<b>Priority:</b> High	

<b>ID:</b> FR_usrAuth-006	<p><b>Description:</b> The user's name cannot be more than 30 characters and cannot contain the following special characters: ! @ \$ % ^ &amp; * ( ) _ - = [ ] { } \   ; : " &lt; &gt; , . ? / +</p>
<b>Title:</b> Character limitations	
<b>User groups:</b> Non-registered users	
<b>Priority:</b> Medium	



<b>ID:</b> FR_usrAuth-007	<b>Description:</b> The user's password must be at least 8 characters long and contain at least: 1 capital letter, 1 symbol and 1 number.
<b>Title:</b> Password suggestions	
<b>User groups:</b> Non-registered users	
<b>Priority:</b> Medium	

<b>ID:</b> FR_usrAuth-008	<b>Description:</b> The sign-up option pops-up only the first time the user opens the app. From then on, the user must be automatically redirected to the 'News Feed' page (as mentioned below).
<b>Title:</b> Sign-up only at first boot	
<b>User groups:</b> Non-registered users	
<b>Priority:</b> High	

<b>ID:</b> FR_usrAuth-009	<b>Description:</b> The user must agree to the Terms & Conditions (tick the corresponding box at sign-up).
<b>Title:</b> Terms & Conditions	
<b>User groups:</b> Non-registered users	
<b>Priority:</b> High	

<b>ID:</b> FR_usrPref-001	<b>Description:</b> The user can select from one to all SDGs from a drop-down list. Only the SDGs related to the PULCHRA project appear in the drop-down list, as shown below. <b>Drop-down list content</b> Goal 1: No poverty Goal 2: Zero Hunger Goal 3: Good health and well-being Goal 6: Clean water and sanitation Goal 7: Affordable and clean energy Goal 8: Decent work and economic growth Goal 9: Industry, innovation and infrastructure Goal 10: Reduced inequalities Goal 11: Sustainable cities and communities Goal 12: Responsible consumption and production Goal 13: Climate action Goal 15: Life on land
<b>Title:</b> SDGs Selection	
<b>User groups:</b> Registered users	
<b>Priority:</b> High	



	Goal 16: Peace, justice and strong institutions Goal 17: Partnerships for the goals All
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<b>ID:</b> FR_usrPref-002	<b>Description:</b> The user can select from one to all Challenges from a drop-down list.  <b>Drop-down list content</b> Challenge 1: Powering cities Challenge 2: Reforming the built environment Challenge 3: Regenerating urban space Challenge 4: Circular economy Challenge 5: Green transport and Mobility Challenge 6: Innovation All
<b>Title:</b> Challenges Selection	
<b>User groups:</b> Registered users	
<b>Priority:</b> High	

<b>ID:</b> FR_usrPref-003	<b>Description:</b> The user can select from one to all countries from a drop-down list.  <b>Drop-down list content</b> Cyprus Czech Republic Germany Greece Ireland Italy Latvia Poland Romania Sweden All
<b>Title:</b> Countries Selection	
<b>User groups:</b> Registered users	
<b>Priority:</b> High	

<b>ID:</b> FR_usrPref-004	<b>Description:</b> The preferences selection from the drop-down lists pops-up only the first time the user uses the app.
<b>Title:</b> Preferences Selection only at first boot	
<b>User groups:</b> Registered users	
<b>Priority:</b> High	



<b>ID:</b> FR_sldSh-001	<b>Description:</b> The slideshows of SDGs and Challenges pop-up only the first time the user uses the app. From then on, SDGs and Challenges appear at the "Insights" section (as mentioned below). As for the first slideshow with the images and text, it is viewed only once, as well.
<b>Title:</b> Slideshow only at first boot	
<b>User groups:</b> Registered users	
<b>Priority:</b> High	

<b>ID:</b> FR_sldSh-002	<b>Description:</b> The user can select a specific SDG (or Challenge) to view. When he/ she clicks on a specific icon, an Instagram story-like page opens, that contains more information about it. If he/ she wants to go back, the 'X' button must be clicked. If the user clicks again, he/ she views the remaining SDGs (or Challenges) (e.g. if the user opens the 8 <sup>th</sup> SDG, he/ she will also view the remaining $17 - 8 = 9$ SDGs)
<b>Title:</b> SDGs and Challenges Slideshow Appearance	
<b>User groups:</b> Registered users	
<b>Priority:</b> High	

<b>ID:</b> FR_sldSh-003	<b>Description:</b> Each slide (SDG or Challenge) must appear for 20 seconds. In case the user wants to "freeze" it, he/ she can do so by holding his/ her finger anywhere on the screen.
<b>Title:</b> SDGs and Challenges Slideshow Duration	
<b>User groups:</b> Registered users	
<b>Priority:</b> High	

<b>ID:</b> FR_genReq-001	<b>Description:</b> If the user attempts to upload a photo that exceeds <b>2 MBs</b> in size (either profile photo or photo that he/ she uploads as a post), an error message must be displayed on the screen, informing the user that the photo is not accepted.
<b>Title:</b> Photo size limitations	
<b>User groups:</b> Registered users	
<b>Priority:</b> High	



<b>ID:</b> FR_usrProfBut-000	<b>Description:</b> This is the page that signed-in users see when they open the app. Here, the user's small profile photo, like a thumbnail (it is optional for the user to have one), name, number of his/ her posts and other people's posts are displayed.
<b>Title:</b> 'News Feed'	
<b>User groups:</b> Registered users	
<b>Priority:</b> High	

<b>ID:</b> FR_usrProfBut-001	<b>Description:</b> The '+' button redirects the user to a post creation page, where he/she can upload a photo followed by text or text only. He/she may tag SDGs, countries or Challenges. Once the user uploads a photo, this will go through a content review check and will then be published in the newsfeed section. The user will be informed of the action by a pop-up, while submitting the post.
<b>Title:</b> '+': New post creation	
<b>User groups:</b> Registered users	
<b>Priority:</b> High	

<b>ID:</b> FR_usrProfBut-001-a	<b>Description:</b> The text can be no more than 300 characters. Also, the first time the user attempts to use the camera or access the photo album, access must be granted by clicking 'OK' in the pop-up system window. After that, he is either redirected to the camera, or his/her photo album, depending on what he/she asked for.
<b>Title:</b> '+': New post creation: Limitations	
<b>User groups:</b> Registered users	
<b>Priority:</b> High	

<b>ID:</b> FR_usrProfBut-002	<b>Description:</b> The 'Profile' section is used to view and/or edit posts that a user has created in the past.
<b>Title:</b> 'Profile': User's posts	
<b>User groups:</b> Registered users	
<b>Priority:</b> High	



<b>ID:</b> FR_usrProfBut-003	<b>Description:</b> This tab contains Articles, the user's SDGs, Challenges and a button named "City Challenges Platform", which is a hyperlink that opens the platform's URL in a new browser tab. Articles that contain keywords which match with the user's Preferences are the ones displayed.
<b>Title:</b> 'Insights'	
<b>User groups:</b> Registered users	
<b>Priority:</b> High	

<b>ID:</b> FR_usrProfBut-004	<b>Description:</b> The gear button (top right corner) redirects here. The user can see his/ her profile picture, name, location and two option buttons: Account and Preferences.
<b>Title:</b> Settings	
<b>User groups:</b> Registered users	
<b>Priority:</b> High	

<b>ID:</b> FR_usrProfBut-005	<b>Description:</b> Goes to 'About' section, where the user can view the project's partners and click on their icon-hyperlink to visit their webpage. The 'More' button goes to the 'Project Abstract' page, which is text that can be read in certain languages (the ones involved in the project) by clicking on their flag icon. There is also a button named "Project Website", which is a hyperlink that opens the project's website in a new browser tab.
<b>Title:</b> i-Button	
<b>User groups:</b> Registered users	
<b>Priority:</b> High	

<b>ID:</b> FR_usrProfSet-001	<b>Description:</b> As mentioned above, there are two settings tabs for the user to click on. Each goes to a different page as explained below.
<b>Title:</b> Settings - two tabs: Privacy and Preferences	
<b>User groups:</b> Registered users	
<b>Priority:</b> High	



<b>ID:</b> FR_usrProfSet-002	<b>Description:</b> Here, the user can change his/ her photo, name, email, password, or location. Also, a 'Log-out' functionality must be implemented, so that the user is prompted to sign-in the next time he/she opens the app.
<b>Title:</b> Settings' first tab: Account	
<b>User groups:</b> Registered users	
<b>Priority:</b> High	

<b>ID:</b> FR_usrProfSet-003	<b>Description:</b> The user can change the preferences that he/she selected the first time he/she used the app.
<b>Title:</b> Settings' second tab: Preferences	
<b>User groups:</b> Registered users	
<b>Priority:</b> High	

### Non-Functional Requirements

<b>ID:</b> NFR_sp-001	<b>Description:</b> A search system must be implemented, in order to find keywords that match with the user's preferences, so that these are the ones that the user will view at the 'Articles' section.
<b>Title:</b> Article search	
<b>User groups:</b> Registered users	
<b>Priority:</b> Low	

<b>ID:</b> NFR_ge-001	<b>Description:</b> The slideshow's transition between slides must be smooth, so effects usage is suggested (e.g. react-native animation library).
<b>Title:</b> Responsiveness	
<b>User groups:</b> Registered users	
<b>Priority:</b> High	



<b>ID:</b> NFR_ge-002	<b>Description:</b> The users' information must be secure and passwords should be encrypted.
<b>Title:</b> Security	
<b>User groups:</b> Registered users	
<b>Priority:</b> High	

<b>ID:</b> NFR_ge-003	<b>Description:</b> The app's appearance must be optimised for all mobile devices.
<b>Title:</b> Screen Adaption	
<b>User groups:</b> Registered users	
<b>Priority:</b> High	

<b>ID:</b> NFR_ge-004	<b>Description:</b> The app must make transitions between Wi-Fi and 3G/4G Network smoothly, if available, without displaying network errors if it is not mandatory.
<b>Title:</b> Network Coverage	
<b>User groups:</b> Registered users	
<b>Priority:</b> High	

<b>ID:</b> NFR_ge-005	<b>Description:</b> The user must not wait more than 5 seconds for the app to open (the display of the 'News Feed' page may only be delayed by network issues).
<b>Title:</b> Performance	
<b>User groups:</b> Registered users	
<b>Priority:</b> High	

<b>ID:</b> NFR_ge-006	<b>Description:</b> There must be a database backup for the users' accounts and for their posts, as well, to achieve data integrity.
<b>Title:</b> Database	
<b>User groups:</b> Registered users	



<b>Priority:</b> High	
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<b>ID:</b> NFR_ge-007	<b>Description:</b> The app must be designed in such a way that all privacy policies are met with.
<b>Title:</b> Compliance with privacy laws	
<b>User groups:</b> Registered users	
<b>Priority:</b> High	

<b>ID:</b> NFR_ge-008	<b>Description:</b> Before the implementation of the production version of the app, careful debugging is necessary to eliminate all possible and unforeseen errors.
<b>Title:</b> Reliability	
<b>User groups:</b> Registered users	
<b>Priority:</b> High	

<b>ID:</b> NFR_ge-009	<b>Description:</b> The app's environment must be friendly. The users should be able to navigate through the app's menu with ease and icons, buttons and text must be clear.
<b>Title:</b> GUI's ease of use	
<b>User groups:</b> Registered users	
<b>Priority:</b> High	

<b>ID:</b> NFR_ge-010	<b>Description:</b> The application's language must be 'English (UK)'.
<b>Title:</b> App's language	
<b>User groups:</b> ALL	
<b>Priority:</b> High	



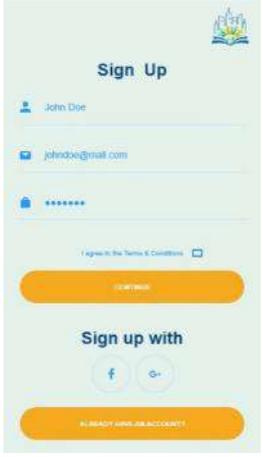
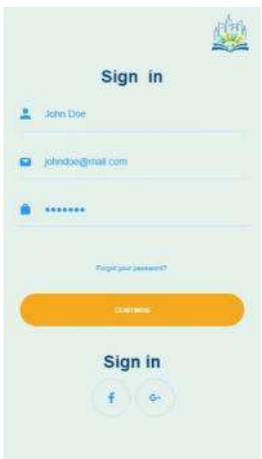
## 2.4 Wireframes and Storyboards during design phase

Link for feedback on Wireframes and Storyboards (mockups):

<https://xd.adobe.com/view/a422a1a3-150e-42ee-ae93-23fc0cc8a73a-f171/>

In the current section wireframes and storyboards are presented as designed and approved by the PULCHRA consortium prior to the app development started. The print screens of the finalised version of the app are presented in section 2.6.

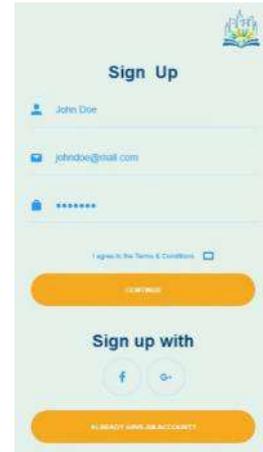
### Wireframes

<p><b>ID:</b> FR_usrAuth-001</p> <p><b>Description:</b> The first time the user opens the app, he/ she must have a sign-up option, where he/ she fills in the following information in the corresponding fields: name, email and password. If he/ she already has an account, there is a button at the bottom of the page, in order to be redirected to the sign-in option from there.</p>	 <p>The wireframe shows a 'Sign Up' screen with a header logo, a title 'Sign Up', and input fields for name (John Doe), email (johndoe@mail.com), and password (masked with dots). Below the fields is a checkbox for 'I agree to the Terms &amp; Conditions' and a large orange 'CONTINUE' button. At the bottom, there are social media icons for Facebook and Google+, and a button labeled 'ALREADY HAVE AN ACCOUNT?'.</p>
<p><b>ID:</b> FR_usrAuth-002</p> <p><b>Description:</b> The first time the user opens the app or if he/she has previously logged out, he/she must have a sign-in option, where he/she has the ability to use the application with an already created account. The user must fill in the following information: email and password.</p>	 <p>The wireframe shows a 'Sign in' screen with a header logo, a title 'Sign in', and input fields for email (johndoe@mail.com) and password (masked with dots). Below the fields is a link for 'Forgot your password?' and a large orange 'CONTINUE' button. At the bottom, there are social media icons for Facebook and Google+.</p>



**ID:** FR\_usrAuth-003

**Description:** The user can also sign-up by using two alternative methods: Facebook or Google+. These two options are only available in the mobile app version and not in the current web app version.



**ID:** FR\_usrAuth-004

**Description:** The user can retrieve his/ her password in case he/ she forgot it. Retrieval instructions will be sent to his/ her email. After the user clicks on the link in the email, he/ she received, he/ she will be redirected inside a page in the app, where he/ she must provide a new password and then repeat it for safety purposes.

Reset Password Email Template (via HTML)

From: e.g. pulchra@pulchra.org

To: Me

Subject: Reset your password

<PULCHRA logo>

Hi <user's name>,

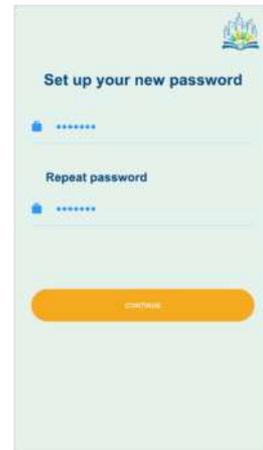
We noticed you requested to reset the password for your PULCHRA account. Please click this link to reset your password:

<link that redirects user to password retrieval page inside the app>.

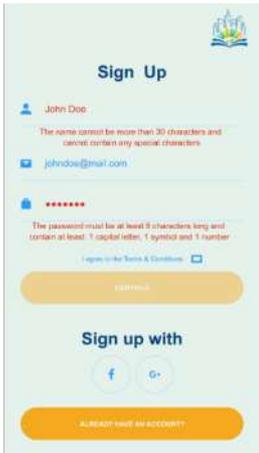
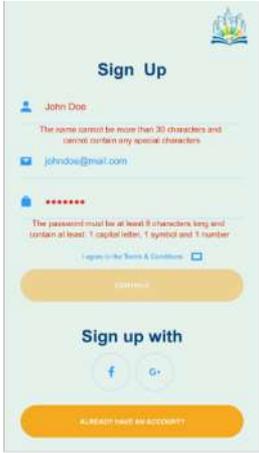
Thank you,  
The PULCHRA Team

If you did not request a password reset, please ignore this email.

This is an automated email, please do not reply.



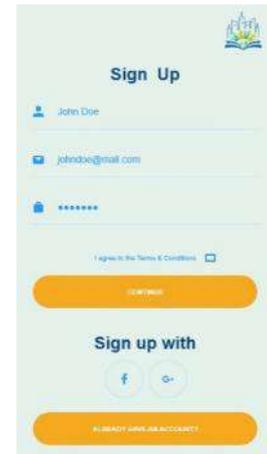


<p><b>Description:</b> The app should warn the user in case he/ she fills in the fields incorrectly, for either sign-up or sign-in information. That includes: invalid-email or password (sign-in), invalid email (sign-up), invalid password (sign-up: less than 8 characters) and not ticked Terms and Conditions box (sign-up) plus the ones mentioned below (FR_usrAuth-006, FR_usrAuth-007)</p>	
<p><b>ID:</b> FR_usrAuth-006</p> <p><b>Description:</b> The user’s name cannot be more than 30 characters and cannot contain the following special characters: ! @ \$ % ^ &amp; * ( ) _ - = [ ] { } \   ; : " &lt; &gt; , . ? / +</p> <p><b>ID:</b> FR_usrAuth-007</p> <p><b>Description:</b> The user’s password must be at least 8 characters long and contain at least: 1 capital letter, 1 symbol and 1 number.</p>	
<p><b>ID:</b> FR_usrAuth-008</p> <p><b>Description:</b> The sign-up option pops-up only the first time the user opens the app. From then on, the user must be automatically redirected to the ‘News Feed’ page (as mentioned below).</p>	



ID:FR\_usrAuth-009

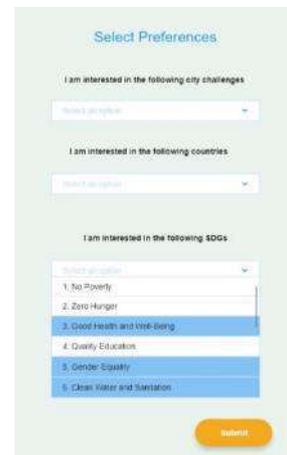
**Description:** The user must agree to the Terms & Conditions (tick the corresponding box at sign-up).



**Description:** The user can select from one to all SDGs from a drop-down list. Only the SDGs related to the PULCHRA project appear in the drop-down list, as shown below.

**Drop-down list content**

- Goal 1: No poverty
- Goal 2: Zero Hunger
- Goal 3: Good health and well-being
- Goal 6: Clean water and sanitation
- Goal 7: Affordable and clean energy
- Goal 8: Decent work and economic growth
- Goal 9: Industry, innovation and infrastructure
- Goal 10: Reduced inequalities
- Goal 11: Sustainable cities and communities
- Goal 12: Responsible consumption and production
- Goal 13: Climate action
- Goal 15: Life on land
- Goal 16: Peace, justice and strong institutions
- Goal 17: Partnerships for the goals
- All

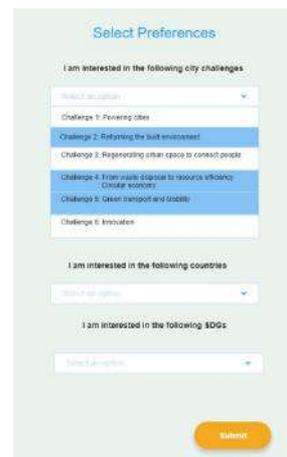


ID: FR\_usrPref-002

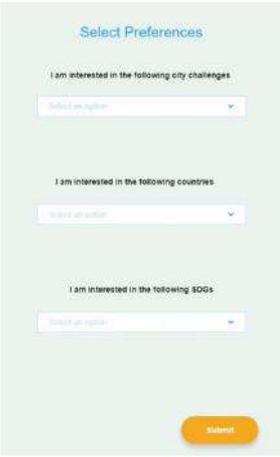
**Description:** The user can select from one to all Challenges from a drop-down list.

**Drop-down list content**

- Challenge 1: Powering cities
- Challenge 2: Reforming the built environment
- Challenge 3: Regenerating urban space
- Challenge 4: Circular economy
- Challenge 5: Green transport and Mobility
- Challenge 6: Innovation
- All





<p><b>ID:</b> FR_usrPref-003</p> <p><b>Description:</b> The user can select from one to all countries from a drop-down list.</p> <p><b>Drop-down list content</b></p> <ul style="list-style-type: none"><li>Cyprus</li><li>Czech Republic</li><li>Germany</li><li>Greece</li><li>Ireland</li><li>Italy</li><li>Latvia</li><li>Poland</li><li>Romania</li><li>Sweden</li><li>All</li></ul>	
<p><b>ID:</b> FR_usrPref-004</p> <p><b>Description:</b> The preferences selection from the drop-down lists pops-up only the first time the user uses the app.</p>	



ID: FR\_sldSh-001

**Description:** The slideshows of SDGs and Challenges pop-up only the first time the user uses the app. From then on, SDGs and Challenges appear at the “Insights” section (as mentioned below). As for the first slideshow with the images and text, it is viewed only once, as well.





ID: FR\_sldSh-002

**Description:** The user can select a specific SDG (or Challenge) to view. When he/ she clicks on a specific icon, an Instagram story-like page opens, that contains more information about it. If he/ she wants to go back, the 'X' button must be clicked. If the user clicks again, he/ she views the remaining SDGs (or Challenges) (e.g. if the user opens the 8<sup>th</sup> SDG, he/ she will also view the remaining  $17 - 8 = 9$  SDGs).





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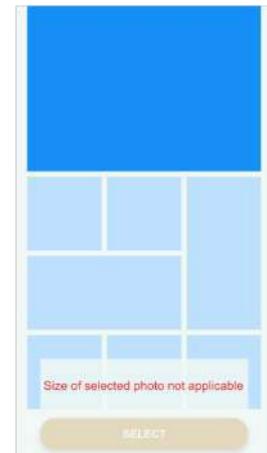
ID: FR\_sldSh-003

**Description:** Each slide (SDG or Challenge) must appear for 5 seconds. In case the user wants to “freeze” it, he/ she can do so by holding his/ her finger anywhere on the screen.



ID: FR\_genReq-001

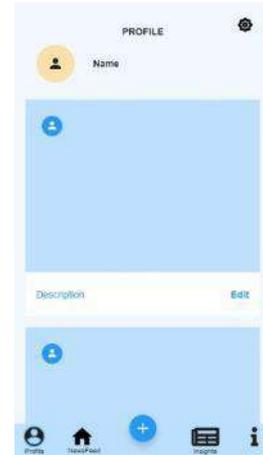
**Description:** If the user attempts to upload a photo that exceeds 2 MBs in size (either profile photo or photo that he/ she uploads as a post), an error message must be displayed on the screen, informing the user that the photo is not accepted.





**ID:** FR\_usrProfBut-000

**Description:** This is the page that signed-in users see when they open the app. Here, the user's small profile photo, like a thumbnail (it is optional for the user to have one), name, number of his/ her posts and other people's posts are displayed.



**ID:** FR\_usrProfBut-001

**Description:** The '+' button redirects the user to a post creation page, where he/she can upload a photo followed by text or text only. He/she may tag SDGs, countries or Challenges. Once the user uploads a photo, this will go through a content review check and will then be published in the newsfeed section. The user will be informed of the action by a pop-up, while submitting the post.





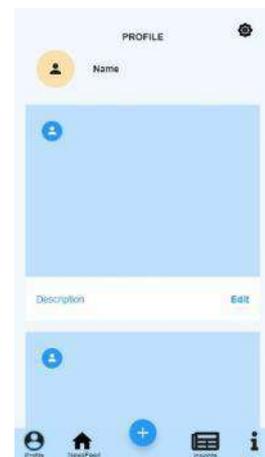
**ID:**FR\_usrProfBut-001-a

**Description:** The text can be no more than 300 characters. Also, the first time the user attempts to use the camera or access the photo album, access must be granted by clicking 'OK' in the pop-up system window. After that, he is either redirected to the camera, or his/her photo album, depending on what he/she asked for.



**ID:**FR\_usrProfBut-002

**Description:** The 'Profile' section is used to view and/or edit posts that a user has created in the past.





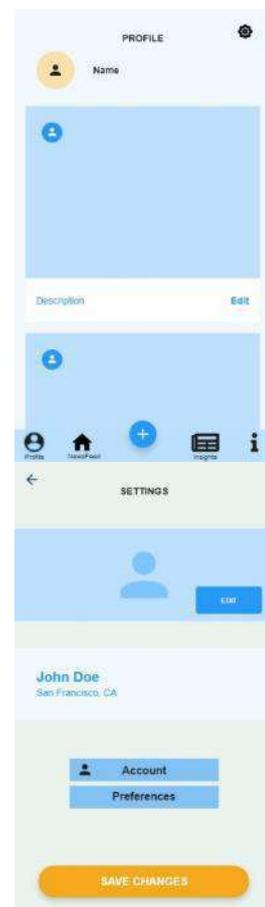
**ID:** FR\_usrProfBut-003

This tab contains Articles, the user's SDGs, Challenges and a button named "City Challenges Platform", which is a hyperlink that opens the platform's URL in a new browser tab. Articles that contain keywords which match with the user's Preferences are the ones displayed.



**ID:** FR\_usrProfBut-004

**Description:** The gear button (top right corner) redirects here. The user can see his/ her profile picture, name, location and two option buttons: Account and Preferences.

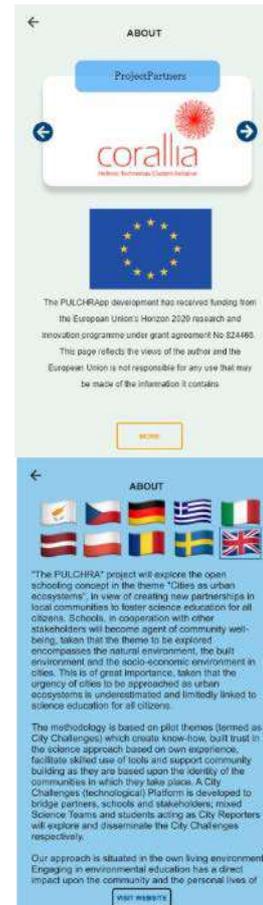




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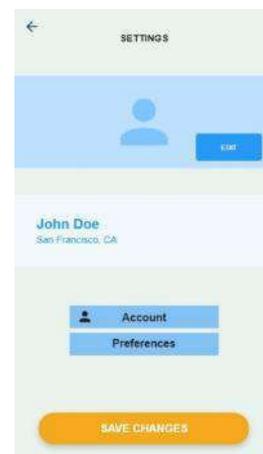
**ID:** FR\_usrProfBut-005

**Description:** Goes to 'About' section, where the user can view the project's partners and click on their icon-hyperlink to visit their webpage. The 'More' button goes to the 'Project Abstract' page, which is text that can be read in certain languages (the ones involved in the project) by clicking on their flag icon. There is also a button named "Project Website", which is a hyperlink that opens the project's website in a new browser tab.



**ID:** FR\_usrProfSet-001

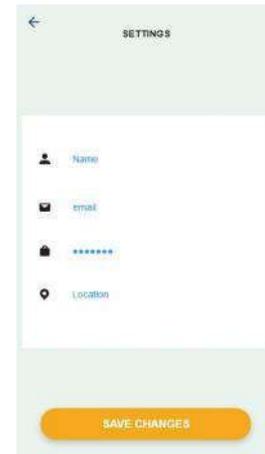
**Description:** As mentioned above, there are two settings tabs for the user to click on. Each goes to a different page as explained below.





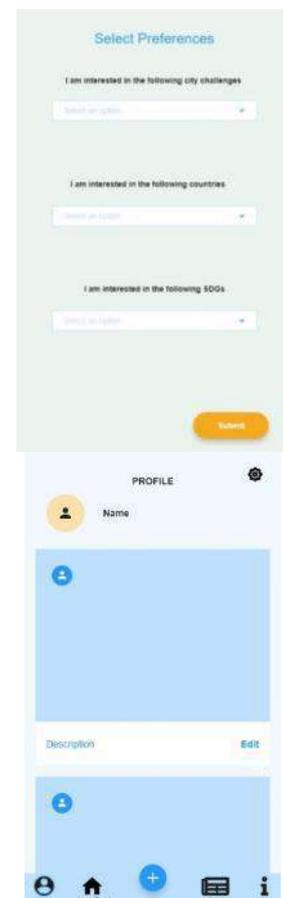
**ID:** FR\_usrProfSet-002

**Description:** Here, the user can change his/ her photo, name, email, password, or location. Also, a 'Log-out' functionality must be implemented, so that the user is prompted to sign-in the next time he/she opens the app.



**ID:** FR\_usrProfSet-003

**Description:** The user can change the preferences that he/she selected the first time he/she used the app.





First pop-up window, active for 3''



Slideshow with teaser texts

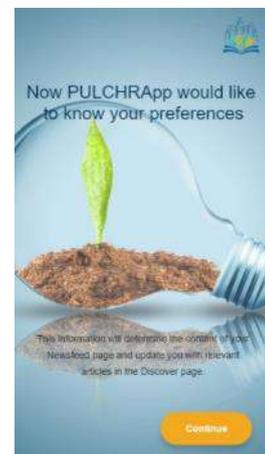




Slideshow with teaser texts



Slide-show with intro text regarding preferences





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Slide-show, 17 Sustainable Development Goals presented

**1 NO POVERTY**  
END POVERTY IN ALL ITS FORMS EVERYWHERE

**THE WORLD WAS OFF TRACK TO END POVERTY BY 2030**

**COVID-19 CAUSES THE FIRST INCREASE IN GLOBAL POVERTY SINCE 2015**

**+73 MILLION PEOPLE ARE PUSHED INTO EXTREME POVERTY IN 2020**

**4 BILLION PEOPLE DO NOT BENEFIT FROM ANY FORM OF SOCIAL PROTECTION IN 2020**

**NATURAL DISASTERS EXACERBATE POVERTY**

**\$23.6 BILLION DIRECT ECONOMIC LOSSES**

---

**3 GOOD HEALTH AND WELL-BEING**  
ENSURE HEALTHY LIVES AND PROMOTE WELL-BEING FOR ALL OF ALL AGES

**PROGRESS IN MANY HEALTH AREAS CONTINUED, BUT NEEDS ACCELERATION**

**UNEXPECTED CHALLENGES: IMMUNIZATION PROGRAMS IN ADOPTING TO COUNTRIES**

**HEALTHCARE DISRUPTIONS HAVE REVERSE DECADES OF IMPROVEMENTS**

**ILLNESS AND DEATHS FROM UNDETECTED / UNTESTED WILL RISE**

**LESS THAN HALF OF THE GLOBAL POPULATION HAS ACCESS TO ESSENTIAL HEALTH SERVICES**



Slide-show, 6 City Challenges described

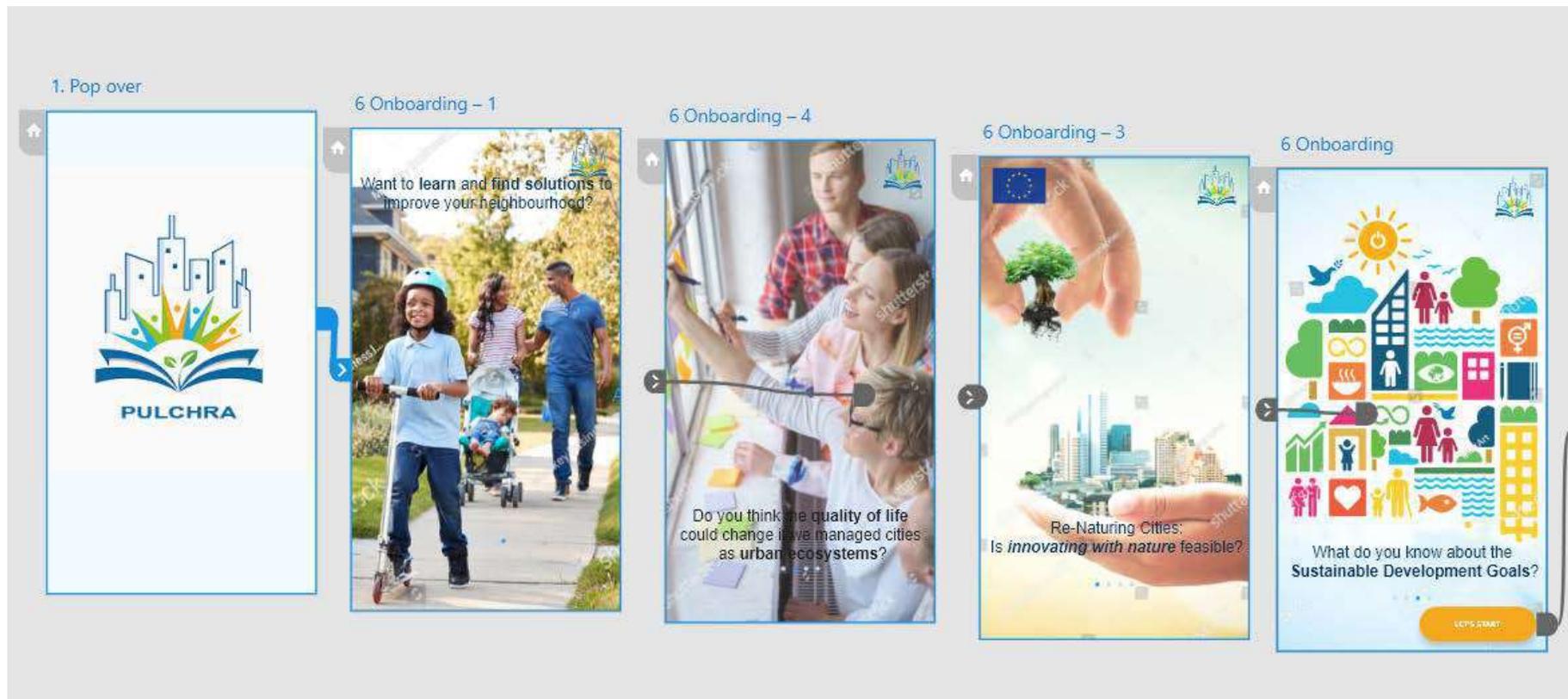




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## Storyboards

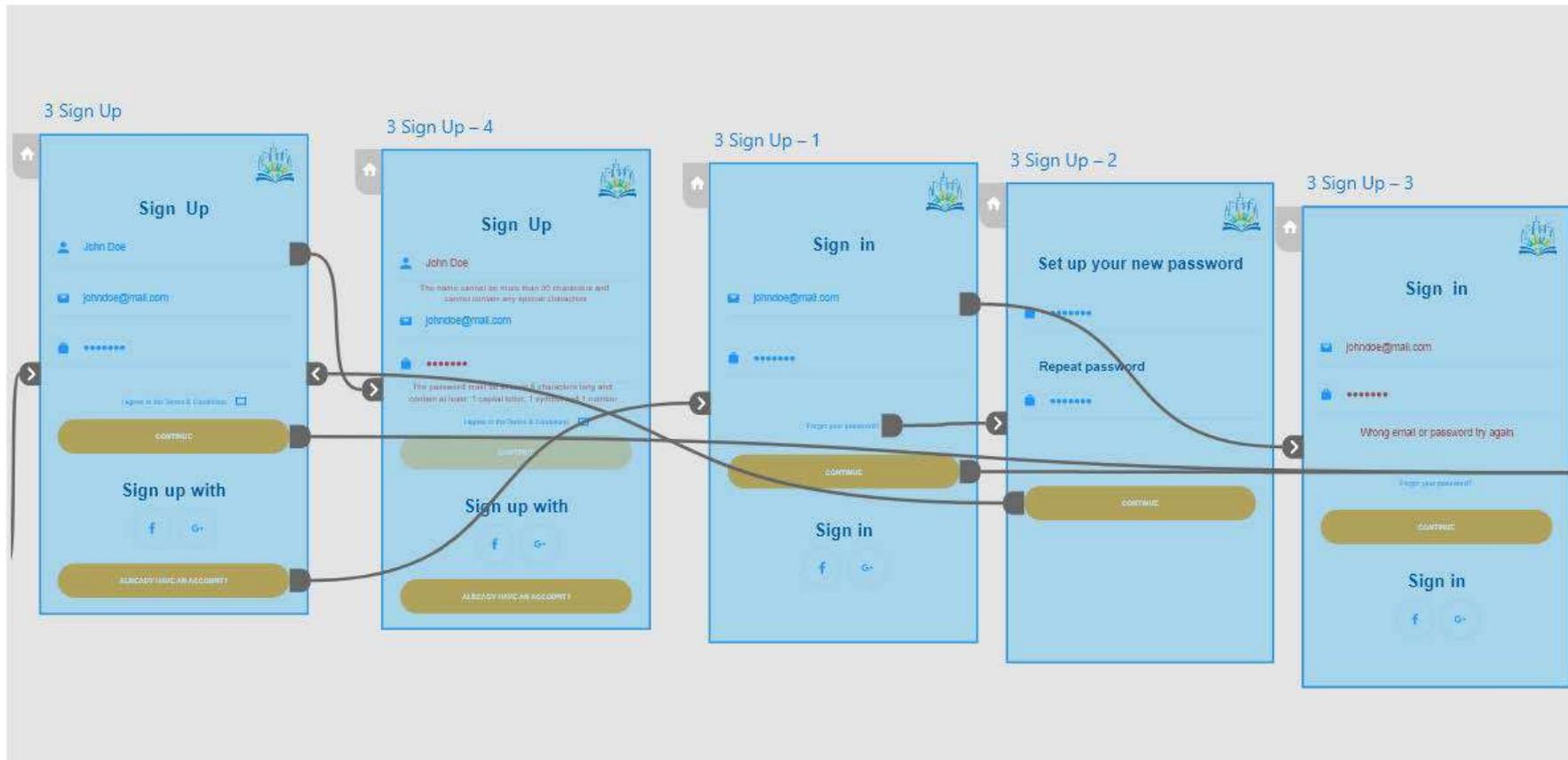
### First Slideshow - Flow





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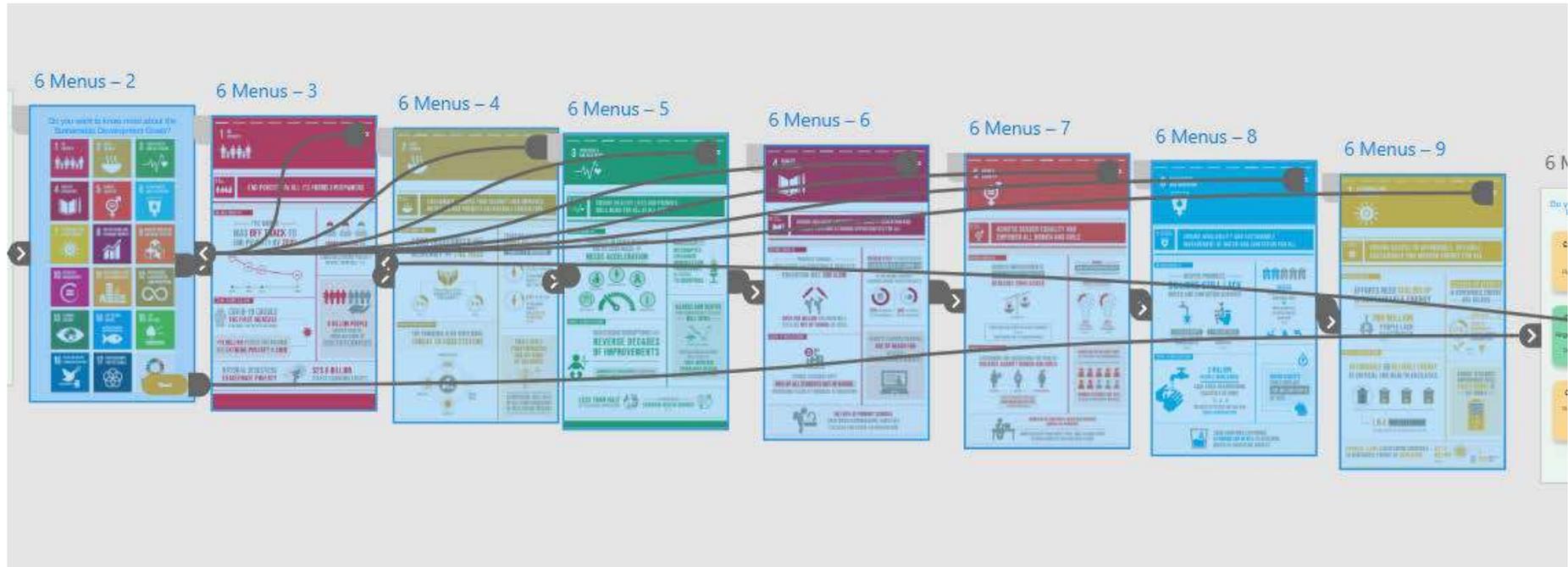
### Sign-in/ Sign-up options - Flow





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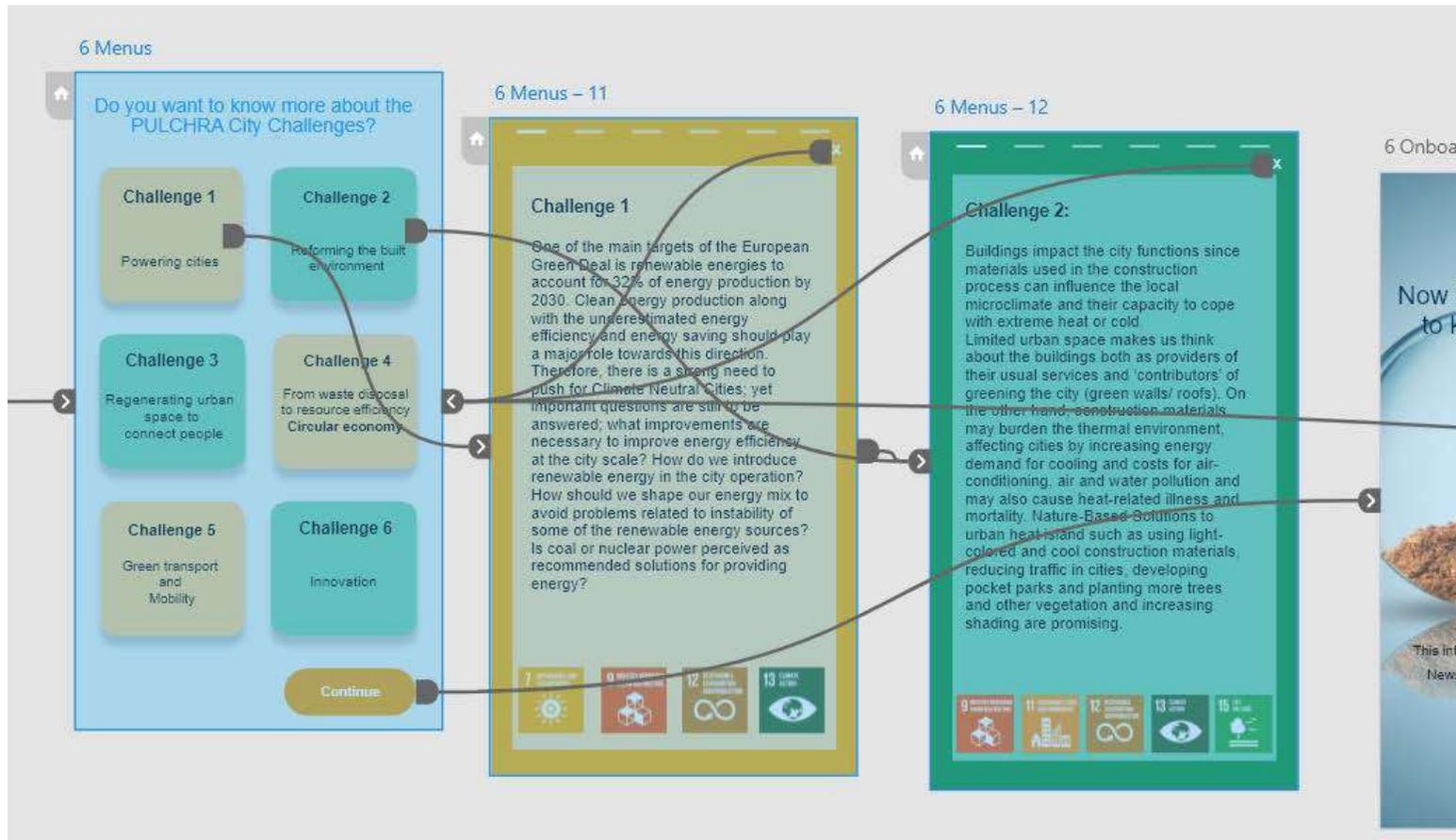
### SDGs Stories - Flow





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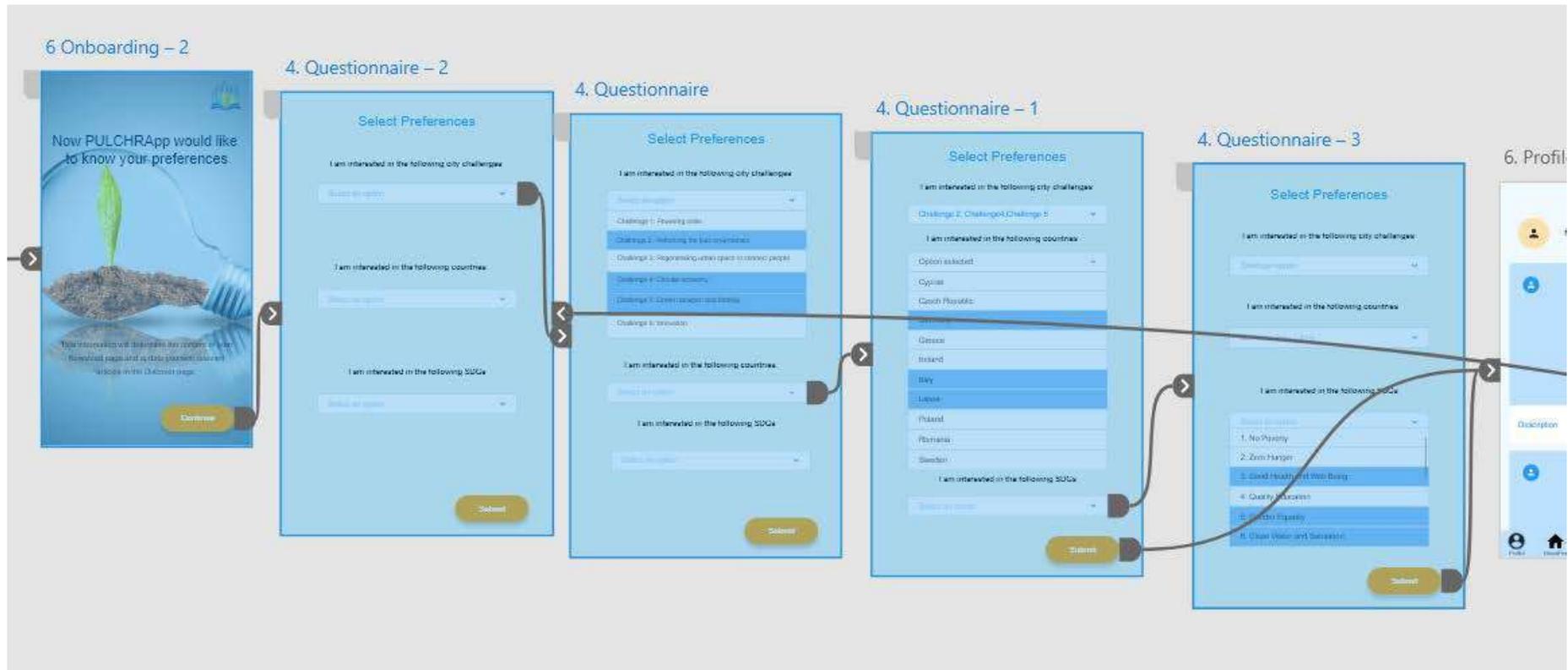
### Challenges Stories - Flow





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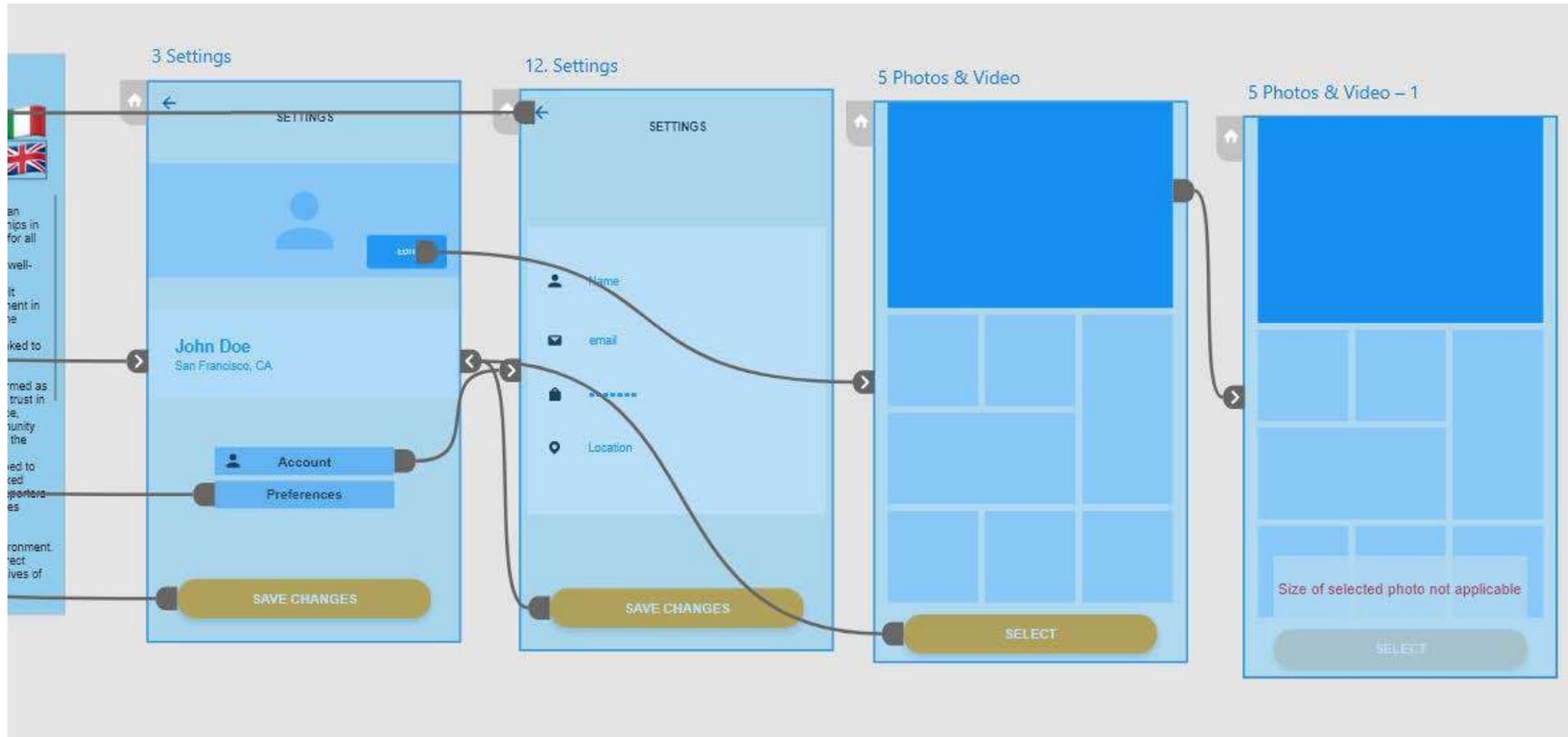
### Preferences Selection - Flow





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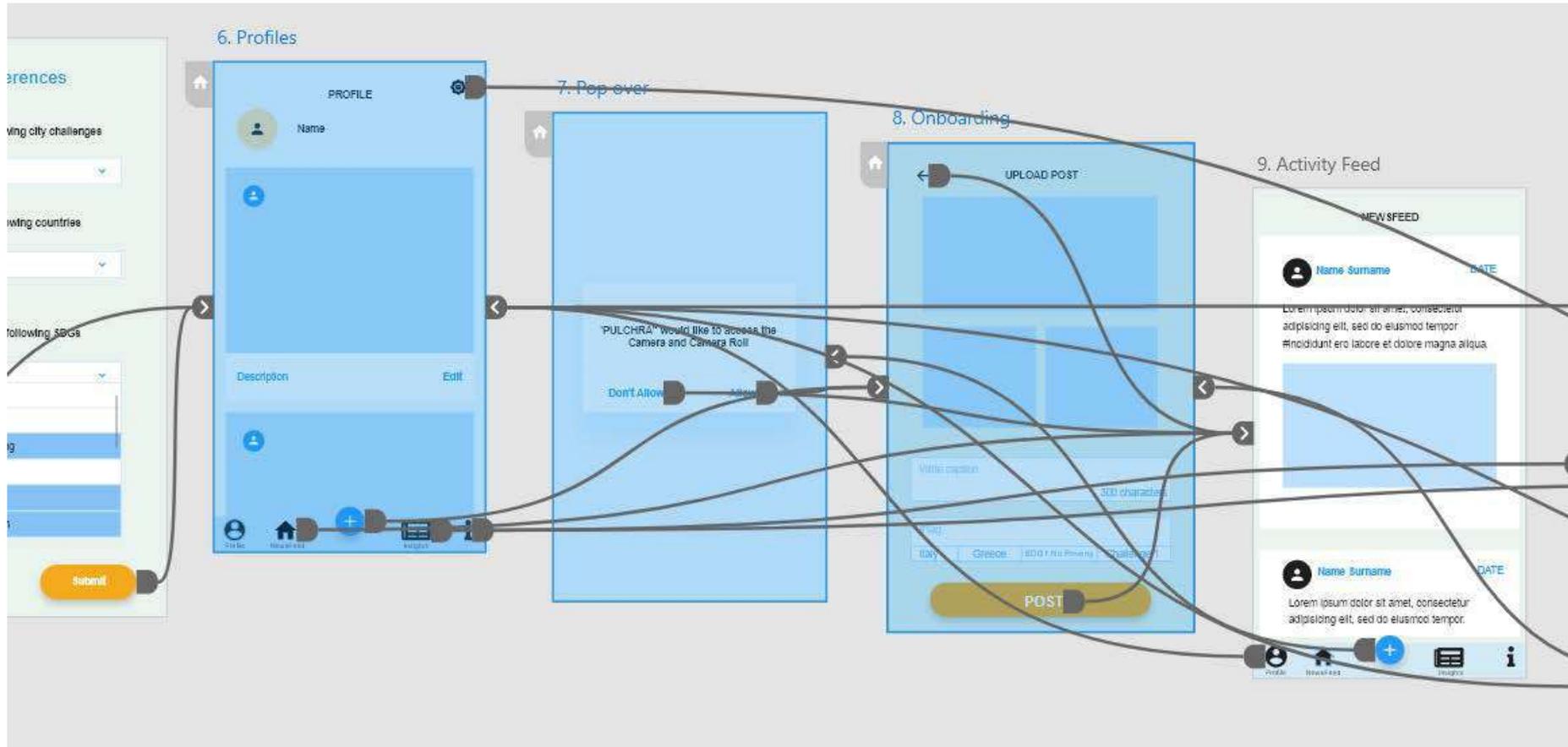
### Settings - Flow





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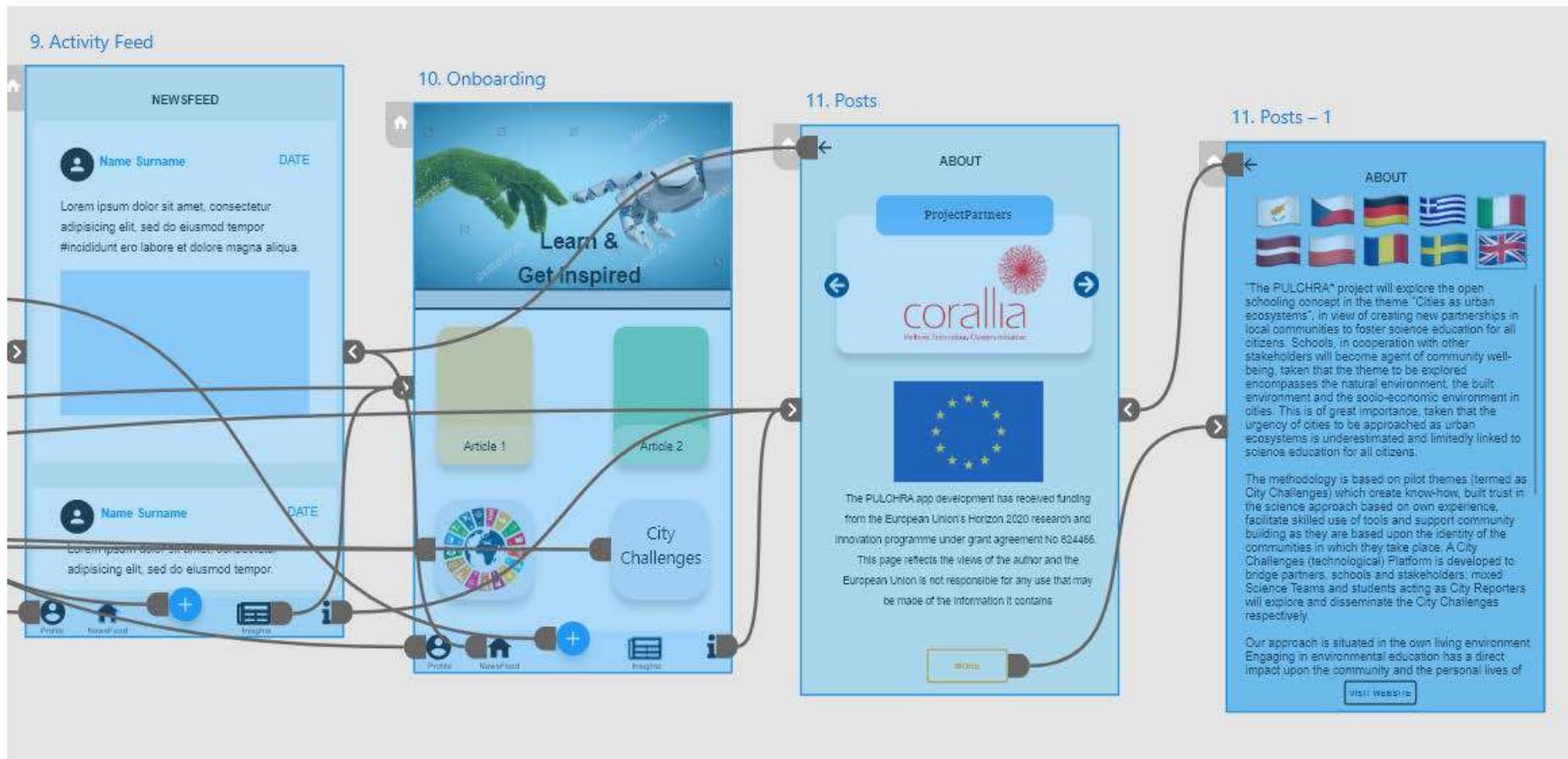
### Uploading post - Flow



### App Features - Flow



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## 2.5 Final Functional and Non-Functional Requirements

During the development phase, several modifications were made to the functional and non-functional requirements to improve the navigation feeling and facilitate the user in total. The finalised requirements are presented below.

Requirement	
<b>ID:</b> FR_usrAuth-001	<b>Description:</b> The first time the user opens the app, he/ she must have a sign-up option, where he/ she fills in the following information in the corresponding fields: first name, last name, email, password, retype password and location. If he/ she already has an account, there is a button at the bottom of the page, to be redirected to the sign-in option from there.
<b>Title:</b> Sign-up	
<b>User groups:</b> Non-registered users	
<b>Priority:</b> High	

Requirement	
<b>ID:</b> FR_usrAuth-002	<b>Description:</b> The first time the user opens the app or if he/she has previously logged out, he/she must have a sign-in option, where he/she has the ability to use the application with an already created account. The user must fill in the following information: email and password.
<b>Title:</b> Sign-in	
<b>User groups:</b> Registered users	
<b>Priority:</b> High	

Requirement	
<b>ID:</b> FR_usrAuth-003	<b>Description:</b> The user can also sign-up by using two alternative methods: Facebook or Google+. These two options are only available in the mobile app version and not in the current web app version.
<b>Title:</b> Alternative sign-up options	
<b>User groups:</b> Non-registered users	
<b>Priority:</b> Low	



<b>ID:</b> FR_usrAuth-004	<b>Description:</b> The user can retrieve his/ her password in case he/ she forgot it. Retrieval instructions will be sent to his/ her email. After the user clicks on the link in the email, he/ she received, he/ she will be redirected inside a page in the app, where he/ she must provide a new password and then repeat it for safety purposes.
<b>Title:</b> Password Retrieval (Forgot Password)	
<b>User groups:</b> Registered users	
<b>Priority:</b> High	
<p><i>Reset Password Email Template (via HTML)</i> <b>From:</b> e.g. pulchra@pulchra.org <b>To:</b> Me <b>Subject:</b> Reset your password</p> <p style="text-align: center;">&lt;Pulchra logo&gt;</p> <p>Hi &lt;user's name&gt;, We noticed you requested to reset the password for your Pulchra account. Please click this link to reset your password:     &lt;link that redirects user to password retrieval page inside the app&gt;. Thank you, The Pulchra Team</p> <p><u>If you did not request a password reset, please ignore this email.</u> <u>This is an automated email, please do not reply.</u></p>	

<b>ID:</b> FR_usrAuth-005	<b>Description:</b> The app should warn the user in case he/ she fills in the fields incorrectly, for either sign-up or sign-in information. That includes: invalid-email or password (sign-in), invalid email (sign-up), invalid password (sign-up: less than 8 characters) and not ticked Terms and Conditions box (sign-up) plus the ones mentioned below (FR_usrAuth-006, FR_usrAuth-007)
<b>Title:</b> Invalid input handling	
<b>User groups:</b> ALL	
<b>Priority:</b> High	



<b>ID:</b> FR_usrAuth-006	<b>Description:</b> The user's name cannot be more than 30 characters and cannot contain the following special characters: ! @ \$ % ^ & * ( ) _ - = [ ] { } \   ; : " < > , . ? / +
<b>Title:</b> Character limitations	
<b>User groups:</b> Non-registered users	
<b>Priority:</b> Medium	

<b>ID:</b> FR_usrAuth-007	<b>Description:</b> The user's password must be at least 8 characters long and contain at least: 1 capital letter and 1 number.
<b>Title:</b> Password suggestions	
<b>User groups:</b> Non-registered users	
<b>Priority:</b> Medium	

<b>ID:</b> FR_usrAuth-008	<b>Description:</b> The sign-up option pops-up only the first time the user opens the app. From then on, the user must be automatically redirected to the 'News Feed' page (as mentioned below).
<b>Title:</b> Sign-up only at first boot	
<b>User groups:</b> Non-registered users	
<b>Priority:</b> High	

<b>ID:</b> FR_usrAuth-009	<b>Description:</b> The user must agree to the Terms & Conditions (tick the corresponding box at sign-up).
<b>Title:</b> Terms & Conditions	
<b>User groups:</b> Non-registered users	
<b>Priority:</b> High	



<b>ID:</b> FR_usrPref-001	<b>Description:</b> The user can select from one to all SDGs from a drop-down list. Only the SDGs related to the PULCHRA project appear in the drop-down list, as shown below.  <b>Drop-down list content</b> Select all SDG1 No Poverty SDG2 Zero Hunger SDG3 Health SDG6 Waterandsanitation SDG7 Energy SDG8 Economic Growth SDG9 Infrastructureandindustrialisation SDG10 Inequality SDG11 Cities SDG12 Consumptionandproduction SDG13 Climate action SDG15 Lifeonland SDG16 Peaceandjustice SDG17 Partnership
<b>Title:</b> SDGs Selection	
<b>User groups:</b> Registered users	
<b>Priority:</b> High	

<b>ID:</b> FR_usrPref-002	<b>Description:</b> The user can select from one to all Challenges from a drop-down list.  <b>Drop-down list content</b> Select all CC1 Powering cities CC2 Built Environment CC3 Urban Space CC4 Circular economy CC5 Green transport CC6 Innovation
<b>Title:</b> Challenges Selection	
<b>User groups:</b> Registered users	
<b>Priority:</b> High	



<b>ID:</b> FR_usrPref-003	<b>Description:</b> The user can select from one to all countries from a drop-down list.  <b>Drop-down list content</b> Select all Cyprus Czech Republic Germany Greece Ireland Italy Latvia Poland Romania Sweden
<b>Title:</b> Countries Selection	
<b>User groups:</b> Registered users	
<b>Priority:</b> High	

<b>ID:</b> FR_usrPref-004	<b>Description:</b> The preferences selection from the drop-down lists pops-up only the first time the user uses the app.
<b>Title:</b> Preferences Selection only at first boot	
<b>User groups:</b> Registered users	
<b>Priority:</b> High	

<b>ID:</b> FR_sldSh-001	<b>Description:</b> The slideshows of SDGs and Challenges pop-up only the first time the user uses the app. From then on, SDGs and Challenges appear at the "Insights" section (as mentioned below). As for the first slideshow with the images and text, it is viewed only once, as well.
<b>Title:</b> Slideshow only at first boot	
<b>User groups:</b> Registered users	
<b>Priority:</b> High	



<b>ID:</b> FR_sldSh-002	<b>Description:</b> The user can select a specific SDG (or Challenge) to view. The user may stay for as long as he/ she wishes and go back to view another SDG (or Challenge).
<b>Title:</b> SDGs and Challenges Slideshow Appearance	
<b>User groups:</b> Registered users	
<b>Priority:</b> High	

<b>ID:</b> FR_sldSh-003	<b>Description:</b> Each slide (SDG or Challenge) must appear for 5 seconds. In case the user wants to “freeze” it, he/ she can do so by holding his/ her finger anywhere on the screen.
<b>Title:</b> SDGs and Challenges Slideshow Duration	
<b>User groups:</b> Registered users	
<b>Priority:</b> High	

<b>ID:</b> FR_genReq-001	<b>Description:</b> If the user attempts to upload a photo that exceeds <b>2 MBs</b> in size (either profile photo or photo that he/ she uploads as a post), an error message must be displayed on the screen, informing the user that the photo is not accepted.
<b>Title:</b> Photo size limitations	
<b>User groups:</b> Registered users	
<b>Priority:</b> High	

<b>ID:</b> FR_usrProfBut-000	<b>Description:</b> This is the page that signed-in users see when they open the app. Here, the user's small profile photo, like a thumbnail (it is optional for the user to have one), name, posts and other people's posts are displayed.
<b>Title:</b> 'News Feed'	
<b>User groups:</b> Registered users	
<b>Priority:</b> High	



<b>ID:</b> FR_usrProfBut-001	<b>Description:</b> The '+' button redirects the user to a post creation page, where he/she can upload a photo followed by text or text only. He/she may tag SDGs, countries or Challenges. Once the user uploads a photo, this will go through a content review check and will then be published in the newsfeed section. The user will be informed of the action by a pop-up, while submitting the post.
<b>Title:</b> '+': New post creation	
<b>User groups:</b> Registered users	
<b>Priority:</b> High	

<b>ID:</b> FR_usrProfBut-001-a	<b>Description:</b> The text can be no more than 300 characters. Also, the first time the user attempts to use the camera or access the photo album, access must be granted by clicking 'OK' in the pop-up system window. After that, he is either redirected to the camera, or his/her photo album, depending on what he/she asked for. The user will be informed of the action by a pop-up, while submitting the post.
<b>Title:</b> '+': New post creation: Limitations	
<b>User groups:</b> Registered users	
<b>Priority:</b> High	

<b>ID:</b> FR_usrProfBut-002	<b>Description:</b> The 'Profile' section is used to view posts that a user has created in the past.
<b>Title:</b> 'Profile': User's posts	
<b>User groups:</b> Registered users	
<b>Priority:</b> High	

<b>ID:</b> FR_usrProfBut-003	<b>Description:</b> This tab contains Articles, the user's SDGs, Challenges and a button named "City Challenges", which is a hyperlink that opens the platform's URL in a new browser tab. Articles that contain keywords which match with the user's Preferences are the ones displayed.
<b>Title:</b> 'Insights'	
<b>User groups:</b> Registered users	
<b>Priority:</b> High	



<b>ID:</b> FR_usrProfBut-004	<b>Description:</b> The gear button (top right corner) redirects here. The user can see his/ her profile picture, name, location and two option buttons: Account and Preferences.
<b>Title:</b> Settings	
<b>User groups:</b> Registered users	
<b>Priority:</b> High	

<b>ID:</b> FR_usrProfBut-005	<b>Description:</b> Goes to 'About' section, where the user can view the project's partners and click on their icon-hyperlink to visit their webpage. The 'More' button goes to the 'Project Abstract' page, which is text that can be read in certain languages (the ones involved in the project) by clicking on their flag icon. There is also a button named "Visit Website", which is a hyperlink that opens the project's website in a new browser tab.
<b>Title:</b> i-Button	
<b>User groups:</b> Registered users	
<b>Priority:</b> High	

<b>ID:</b> FR_usrProfSet-001	<b>Description:</b> As mentioned above, there are two settings tabs for the user to click on. Each goes to a different page as explained below.
<b>Title:</b> Settings - two tabs: Privacy and Preferences	
<b>User groups:</b> Registered users	
<b>Priority:</b> High	

<b>ID:</b> FR_usrProfSet-002	<b>Description:</b> Here, the user can change his/ her photo, name, email, password, or location. Also, a 'Log-out' functionality must be implemented, so that the user is prompted to sign-in the next time he/she opens the app.
<b>Title:</b> Settings' first tab: Account	
<b>User groups:</b> Registered users	
<b>Priority:</b> High	



Functional Requirement	
<b>ID:</b> FR_usrProfSet-003	<b>Description:</b> The user can change the preferences that he/she selected the first time he/she used the app.
<b>Title:</b> Settings' second tab: Preferences	
<b>User groups:</b> Registered users	
<b>Priority:</b> High	

### Non-Functional Requirements

Non-Functional Requirement	
<b>ID:</b> NFR_sp-001	<b>Description:</b> A search system must be implemented, to find keywords that match with the user's preferences, so that these are the ones that the user will view at the 'Articles' section.
<b>Title:</b> Article search	
<b>User groups:</b> Registered users	
<b>Priority:</b> Low	

Non-Functional Requirement	
<b>ID:</b> NFR_ge-001	<b>Description:</b> The slideshow's transition between slides must be smooth, so effects usage is suggested (e.g. react-native animation library).
<b>Title:</b> Responsiveness	
<b>User groups:</b> Registered users	
<b>Priority:</b> High	

Non-Functional Requirement	
<b>ID:</b> NFR_ge-002	<b>Description:</b> The users' information must be secure and passwords should be encrypted.
<b>Title:</b> Security	
<b>User groups:</b> Registered users	
<b>Priority:</b> High	



<b>ID:</b> NFR_ge-003	<b>Description:</b> The app's appearance must be optimised for all mobile devices.
<b>Title:</b> Screen Adaption	
<b>User groups:</b> Registered users	
<b>Priority:</b> High	

<b>ID:</b> NFR_ge-004	<b>Description:</b> The app must make transitions between Wi-Fi and 3G/4G Network smoothly, if available, without displaying network errors if it is not mandatory.
<b>Title:</b> Network Coverage	
<b>User groups:</b> Registered users	
<b>Priority:</b> High	

<b>ID:</b> NFR_ge-005	<b>Description:</b> The user must not wait more than 5 seconds for the app to open (the display of the 'News Feed' page may only be delayed by network issues).
<b>Title:</b> Performance	
<b>User groups:</b> Registered users	
<b>Priority:</b> High	

<b>ID:</b> NFR_ge-006	<b>Description:</b> There must be a database backup for the users' accounts and for their posts, as well, to achieve data integrity.
<b>Title:</b> Database	
<b>User groups:</b> Registered users	
<b>Priority:</b> High	



<b>ID:</b> NFR_ge-007	<b>Description:</b> The app must be designed in such a way that all privacy policies are met with.
<b>Title:</b> Compliance with privacy laws	
<b>User groups:</b> Registered users	
<b>Priority:</b> High	

<b>ID:</b> NFR_ge-008	<b>Description:</b> Before the implementation of the production version of the app, careful debugging is necessary to eliminate all possible and unforeseen errors.
<b>Title:</b> Reliability	
<b>User groups:</b> Registered users	
<b>Priority:</b> High	

<b>ID:</b> NFR_ge-009	<b>Description:</b> The app's environment must be friendly. The users should be able to navigate through the app's menu with ease and icons, buttons and text must be clear.
<b>Title:</b> GUI's ease of use	
<b>User groups:</b> Registered users	
<b>Priority:</b> High	

<b>ID:</b> NFR_ge-010	<b>Description:</b> The application's language must be 'English (UK)'.
<b>Title:</b> App's language	
<b>User groups:</b> ALL	
<b>Priority:</b> High	



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## 2.6 Final app screenshots

### First Slideshow





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### Sign-in/ Sign-up options

Sign Up	Sign In	Reset Password
<p><b>Sign Up</b> </p> <p><input type="text" value="First &amp; Last name"/></p> <p><input type="text" value="Email"/></p> <p><input type="password" value="Password"/></p> <p><input type="password" value="Repeat password"/></p> <p><input type="text" value="Location"/></p> <p><input type="checkbox"/> I agree to the Terms and Conditions</p> <p><b>CONTINUE</b></p> <p>Sign Up with</p> <p> </p> <p>Already have an account?</p>	<p><b>Sign In</b> </p> <p><input type="text" value="Email"/></p> <p><input type="password" value="Password"/></p> <p><b>SIGN IN</b></p> <p>Sign In with</p> <p> </p> <p><a href="#">Forgot your password?</a></p> <p>New in PULCHRA? <a href="#">Create account</a></p>	<p><b>← Reset Password</b> </p> <p>Enter your email address and email instructions will be sent to set a new one!</p> <p><input type="text" value="Enter email"/></p> <p><b>RESET PASSWORD</b></p>



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### Preferences Selection

Now PULCHRA App would like to know your preferences



The content of your Insights page will be modified to suit your preferences

**NEXT**

#### Select Preferences

I am interested in the following City Challenges

- Select All
- CC1:Powering Cities
- CC2:Built Environment
- CC3:Urban Space
- CC4:Circular Economy

**CANCEL** **OK**

**SUBMIT**

#### Select Preferences

I am interested in the following City Challenges

- Select All
- SDG1:No Poverty
- SDG2:Zero Hunger
- SDG3:Health
- SDG6:Water Sanitation

**CANCEL** **OK**

**SUBMIT**

#### Select Preferences

I am interested in the following City Challenges

- Select All
- Cyprus
- Czech Republic
- Germany
- Greece

**CANCEL** **OK**

**SUBMIT**



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### SDGs overview

#### ← Sustainable Development Goals

#### ← 1 END POVERTY IN ALL ITS FORMS EVERYWHERE

**BEFORE COVID-19**

THE WORLD WAS OFF TRACK TO END POVERTY BY 2030

COVID-19 IMPLICATIONS

COVID-19 CAUSES THE FIRST INCREASE IN GLOBAL POVERTY IN DECADES

+71 MILLION PEOPLE ARE PUSHED INTO EXTREME POVERTY IN 2020

4 BILLION PEOPLE DID NOT BENEFIT FROM ANY FORM OF SOCIAL PROTECTION IN 2019

NATURAL DISASTERS EXACERBATE POVERTY

\$23.6 BILLION DIRECT ECONOMIC LOSSES (WORLDWIDE) AS OF 15 JULY 2020

#### ← 2 END HUNGER, ACHIEVE FOOD SECURITY AND IMPROVED NUTRITION AND PROMOTE SUSTAINABLE AGRICULTURE

**BEFORE COVID-19**

FOOD INSECURITY WAS ALREADY ON THE RISE

STUNTING AND WASTING AMONG CHILDREN ARE LIKELY TO WORSEN

COVID-19 IMPLICATIONS

THE PANDEMIC IS AN ADDITIONAL THREAT TO FOOD SYSTEMS

SMALL-SCALE FOOD PRODUCERS ARE HIT HARD BY THE CRISIS

#### ← 3 ENSURE HEALTHY LIVES AND PROMOTE WELL-BEING FOR ALL AT ALL AGES

**BEFORE COVID-19**

PROGRESS IN MANY HEALTH AREAS CONTINUED, BUT NEEDS ACCELERATION

INTERRUPTED CHILDHOOD IMMUNIZATION PROGRAMMES IN 60/70 COUNTRIES

ILLNESS AND DEATHS FROM TRANSMISSIBLE DISEASES WILL SPIKE

HEALTHCARE DISRUPTIONS WILL REVERSE DECADES OF IMPROVEMENTS

LESS THAN HALF OF THE GLOBAL POPULATION IS COVERED BY ESSENTIAL HEALTH SERVICES

#### ← 4 ENSURE INCLUSIVE AND EQUITABLE QUALITY EDUCATION AND PROMOTE LIFELONG LEARNING OPPORTUNITIES FOR ALL

**BEFORE COVID-19**

PROGRESS TOWARDS INCLUSIVE AND EQUITABLE QUALITY EDUCATION WAS TOO SLOW

OVER 200 MILLION CHILDREN WILL STILL BE OUT OF SCHOOL IN 2030

COVID-19 IMPLICATIONS

SCHOOL CLOSURES KEPT 90% OF ALL STUDENTS OUT OF SCHOOL, REVERSING YEARS OF PROGRESS IN EDUCATION

REMOTE LEARNING REMAINS OUT OF REACH FOR AT LEAST 500 MILLION STUDENTS

ONLY 65% OF PRIMARY SCHOOLS HAVE BASIC HANDWASHING FACILITIES CRITICAL FOR COVID-19 PREVENTION



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### SDGs overview

**Do you want to know more about PULCHRA City Challenges?**

**Challenge 1**  
Powering Cities

**Challenge 2**  
Built Environment

**Challenge 3**  
Urban Space

**Challenge 4**  
Circular Economy

**Challenge 5**  
Green Transport

**Challenge 6**  
Innovation

NEXT

←

**City Challenge 1: Powering cities without harming the climate**

One of the main targets of the European Green Deal is renewable energy to account for 32% of energy production by 2030. Clean energy production along with the underemphasized energy efficiency and energy storage should play a major role towards this direction. Therefore, there is a strong need to push for Climate Neutral Cities, and important questions are still to be answered: what improvements are necessary to improve energy efficiency at the city scale? how do we introduce renewable energy in the city operation? how should we shape our energy mix to avoid problems related to stability of some of the renewable energy resources? Is coal or nuclear power perceived as recommended solutions for providing energy?



←

**City Challenge 2: Restoring the built environment for the future city**

Buildings impact the city functions since materials used in the construction process can influence the local microclimate and their ability to cope with extreme heat or cold. Limited urban space makes us think about the buildings from an overview of their social services and contribution of providing the city green water needs. On the other hand, construction materials may burden the thermal environment, affecting cities by increasing energy demands for cooling and heating for air conditioning, air and water pollution and may also cause heat-related stress and mortality. Nature-based Solutions to urban heat island such as using light-colored and cool construction materials, reducing traffic in cities, developing pocket parks and planting more trees and other vegetation and increasing shading are promising.



←

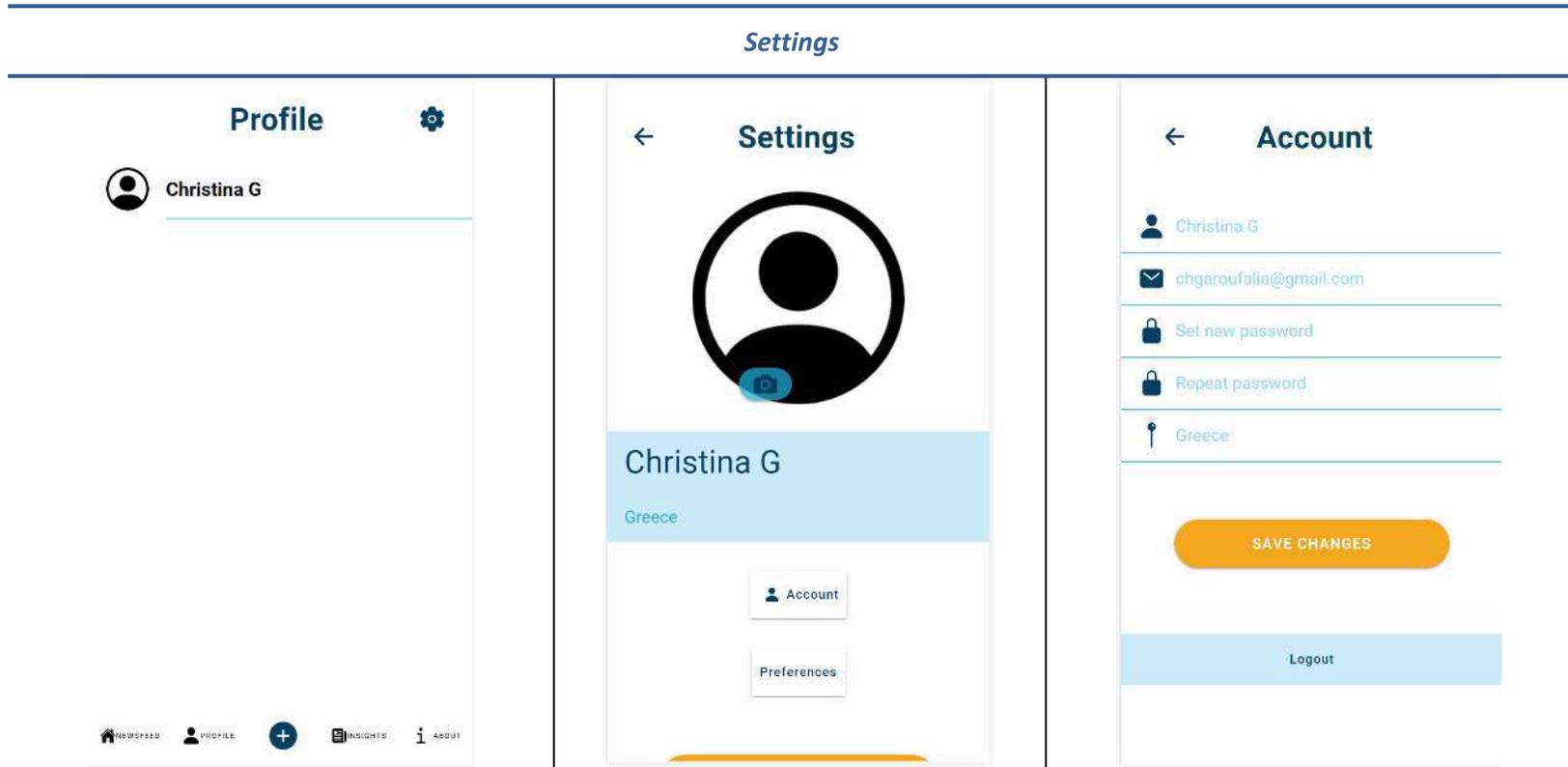
**City Challenge 3: Regenerating urban space to connect people in a healthy environment**

Infrastructure consists of both the construction sites and materials used and the built in the way we anticipate how it looks. Wider applications of Nature-Based Solutions (NBS) are necessary, especially for urban dense neighborhoods (UDNs). A key aspect for balancing the city's microclimate, must also be seen as an integral part of public health action. Since green and blue infrastructure offers solutions to a wide range of environmental climate and social problems, from limiting the urban heat island effect to strengthening the impacts of extreme weather conditions, also associated to climate change. Regenerating urban spaces to green areas contribute to a balanced thermal environment, developing, thus, a healthier environment for all city residents.





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### Settings

**← Edit Preferences**

I am interested in the following City Challenges

Select options

I am interested in the following countries

Select options

I am interested in the following SDGs

Select options

**SUBMIT**

**← Edit Preferences**

I am interested in the following City Challenges

- Select All
- CC1:Powering Cities
- CC2:Built Environment
- CC3:Urban Space
- CC4:Circular Economy

CANCEL OK

**← Edit Preferences**

I am interested in the following City Challenges

- Select All
- Cyprus
- Czech Republic
- Germany
- Greece

CANCEL OK

**← Edit Preferences**

I am interested in the following City Challenges

- Select All
- SDG1:No Poverty
- SDG2:Zero Hunger
- SDG3:Health
- SDG6:Water Sanitation

CANCEL OK

**SUBMIT**



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### Upload post

The image displays a sequence of four mobile app screens related to posting content:

- Profile:** Shows the user's profile for Christina G. The header includes a settings gear icon. The bottom navigation bar contains icons for NEWSFEED, PROFILE, a plus sign, INSIGHTS, and ABOUT.
- Upload Post (Form):** A screen for creating a post. It features a back arrow, a title "Upload Post", a text input field with the placeholder "Write description", and a hashtag input field containing "#Greece #SDG1NoPoverty". There is an "UPLOAD" button and a large orange "POST" button at the bottom.
- Upload Post (Approval):** A dark-themed screen showing a white dialog box with the message "The post will be published after administrator's approval." and an "OK" button. The "POST" button from the previous screen is visible in the background.
- News Feed:** Shows a list of posts from a user named Eliza M. The posts are associated with hashtags #SDG3Health (with a count of 6), #CC2BUILTEnvironment (with a count of 5), and #SDG4QualityEducation (with a count of 4). The bottom navigation bar is identical to the Profile screen.



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### App features

Learn & Get Inspired

CITY CHALLENGES

Mobile App coming soon! #8230,  
The PULCHRA mobile application (available for android and Iphone) will be released soon... [SHOW MORE >](#)

NEWSFEED PROFILE + INSIGHTS ABOUT

← Sustainable Development Goals

1 NO POVERTY	2 ZERO HUNGER	3 GOOD HEALTH AND WELL-BEING
4 QUALITY EDUCATION	5 GENDER EQUALITY	6 CLEAN WATER AND SANITATION
7 AFFORDABLE AND CLEAN ENERGY	8 DECENT WORK AND ECONOMIC GROWTH	9 INDUSTRY, INNOVATION AND INFRASTRUCTURE
10 REDUCED INEQUALITIES	11 SUSTAINABLE CITIES AND COMMUNITIES	12 RESPONSIBLE CONSUMPTION AND PRODUCTION
13 CLIMATE ACTION	14 LIFE BELOW WATER	15 LIFE ON LAND

←

3 Ensure healthy lives and promote well-being for all at all ages

GLOBAL LEVEL OF

PROGRESS IN MANY HEALTH AREAS CONTINUED, BUT NEEDS ACCELERATION

COVID-19 IMPACTS

HEALTHCARE DISRUPTIONS WILL REVERSE DECADES OF IMPROVEMENTS

LESS THAN HALF OF THE GLOBAL POPULATION IS COVERED BY ESSENTIAL HEALTH SERVICES

Home

Welcome to PULCHRA City Challenges Platform

The PULCHRA City Challenges Platform facilitates the exchange of information and ideas between schools, stakeholders and partners of the PULCHRA network, promoting the open-schooling participatory focus of the project.

Schools

More than 50 European schools have been selected for the 1st year of the project...



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### App features



Learn & Get Inspired

CITY CHALLENGES

Mobile App coming soon

The PULCHRA mobile application (available for android and iPhone) will be released soon...

SHOW MORE >

Home Profile + Insights About



About

Project Partners

National and Kapodistrian UNIVERSITY OF ATHENS

National and Kapodistrian University of Athens (Greece)




About



The PULCHRA project explores the open schooling concept through the theme "Cities as urban ecosystems", in view of creating new partnerships in local communities to foster science education for all citizens. Schools, in cooperation with other stakeholders, will become agents of community well-being, by exploring the natural environment, the built environment and the socio-economic environment in cities. This is extremely important since the concept of cities being considered as urban ecosystems is underestimated and is not usually linked to science education for all.

The methodology is based on pilot themes (termed City Challenges) which create know-how, build trust in the science approach based on participants own experience, facilitate skilled use of tools and support community building as they are based upon the identity of the communities in which they take place. A City Challenges Platform is developed to bridge partners, schools and stakeholders;



About

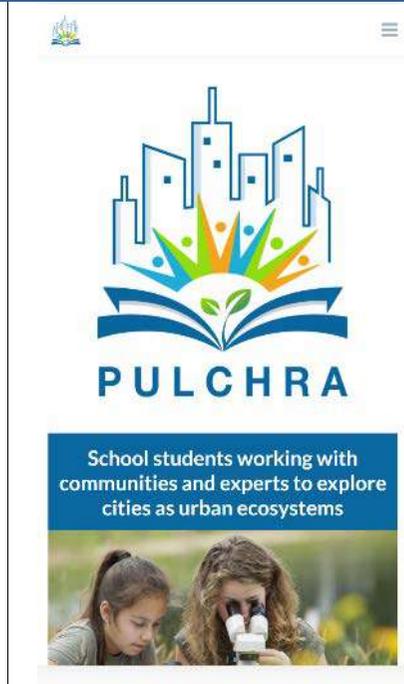
Science Reporters will explore and disseminate the City Challenges respectively.

Our approach is situated in the living environment. Engaging in environmental education has a direct impact upon the community and the personal lives of the participants. The benefit of international cooperation of the EU member states becomes obvious at the community level.

The consortium is coherent and brings complementary expertise, whereas the project is supported by a wide variety of stakeholders in the participating countries, which is considered an asset of the project and shows its replication potential.

The pilot themes to be explored within the project exhibit richness in science as they take note of several scientific fields related to cities as urban ecosystems, they are supported by technology, bring in innovation and are directly linked to SDGs and the European policies for cities.

Visit Website



PULCHRA

School students working with communities and experts to explore cities as urban ecosystems





## 2.7 Backend Development

The PULCHRA app consists of two parts: the frontend -the user interface- and the backend -the functionalities, data processing and communication with database.

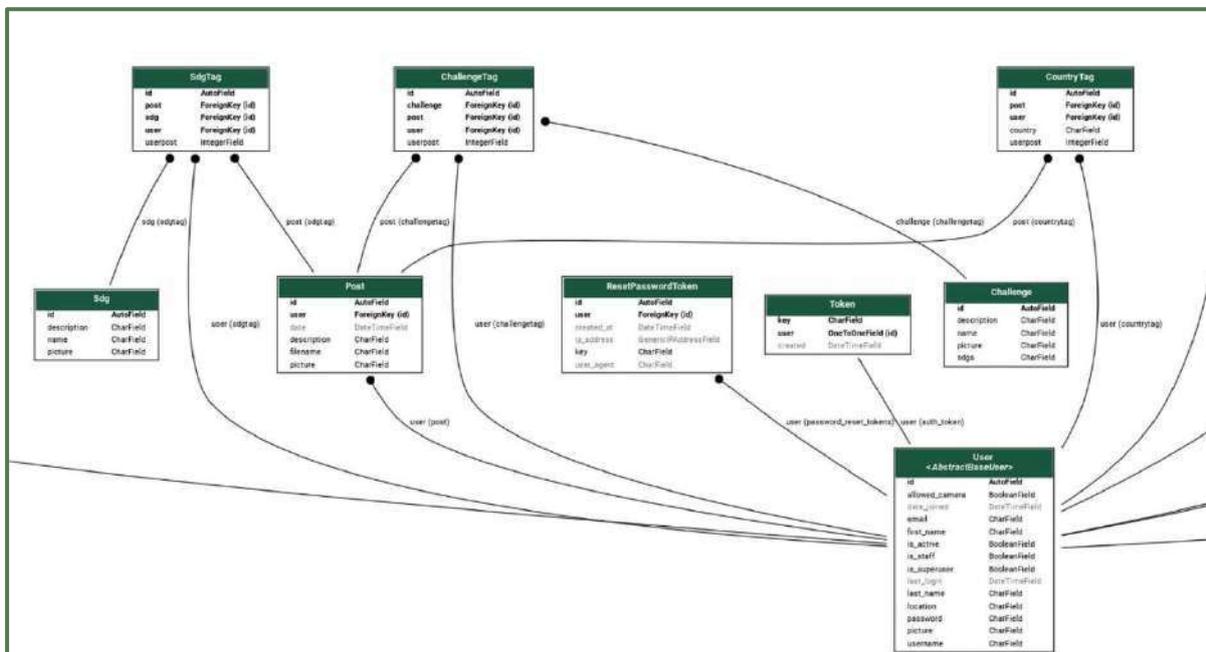
The process of backend app development begins with defining the technical requirements of the app both for frontend and backend. This is the most important step since all other steps rely on it. The daily active users, the percentage of new users per month, the responsiveness of the app, the type of functionalities it offers to its users, the time schedule of development and the platforms that it will run on, are some of the parameters that affect:

- the app design;
- the choice of the frameworks;
- the choice of database; and
- the app programming.

App design is the mapping of technical requirements and shareholders’ requirements to functionalities, technical details and data organisation, such as designing database tables that will store all the information needed, design how this information will be processed and served to user and design how the user will see these information (mockups).

The choice of frameworks as mentioned above, rely solely on technical specifications and the developer’s programming skills and experience. For the PULCHRA app, the frameworks chosen are Ionic, Django and SQLite database.

### The database design of the PULCHRA App





## 2.8 Frontend Development

Building an app is quite different from building a website. For the app to be compatible to both android and iOS operating systems, developers must either write in two different programming languages or write in a cross-platform framework, such as Ionic. This is the case with the PULCHRA app. Ionic is a relatively new framework and first to offer this amazing option. Frontend app development consists of the following:

- Design;
- Functionalities;
- Responsiveness; and
- UX Design.

The design and functionalities of the PULCHRA app were described prior to the frontend development by making mockups of the whole app and the workflow. The UX Design was based on the mockups but was differentiated during the development of the app to better suit user's needs. Here are some of the aspects considered during the frontend development:

- Colour palette: the main colours used were those of the PULCHRA logo suited with SDG colours.
- Background: white colour was used as the PULCHRA app background colour both to highlight the PULCHRA logo and SDG colours and emphasise on clarity.
- Alignment: justified alignment was used in all texts.
- Text font: Roboto font was chosen to offer playfulness to the app.
- Button format: the buttons' colour, size, positions were chosen to better suit each requirement.
- Tab bar: the tab bar was chosen to facilitate user navigation with just a click.
- Tags: to facilitate posting specific tags (SDGs, etc.) are proposed to the user.

## 2.9 Testing

The testing phase must include both frontend and backend development check and should be meticulous to reveal all problems of the app before the user does.

The first-level testing included two basic checks, which were performed prior to first delivery of the application and aimed to check all functionalities and user experience.

The first one was performed by the developer included testing the application code, database, and server installation. The second one was performed by the team of QA analysts and project managers to ensure proper functionality, the detection of any bugs, and analysis of aesthetics. Additionally, the procedures of functional & non-functional requirements were tested thoroughly. The first-level testing process was completed in a total of 2 weeks. Note, that all the tests performed in a simulated environment of mobile and tablet devices through web browsers (Google Chrome & Mozilla Firefox). Our team also emphasised on the data privacy to ensure the users' personal data remains secured.

All functional and non-functional requirements described in the current document are fully operational. As far as the option of registering via Facebook and Google account (requirement FR\_usrAuth-003) and the deployment of the app in AppStore and PlayStore concerns, all required actions have been implemented by the development team and only the related approvals by Facebook and Google are pending.

During the second-level testing, the PULCHRA Coordinator and selected PULCHRA partners participated and provided the development team with their feedback. This testing phase was focused on more specific details:



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- Stretch tests by simultaneous users;
- Responsiveness tests;
- Tests for the outlook of the app in multiple phones/ screens;
- Penetration tests, to ensure that malicious users will not exploit app vulnerabilities;
- SQL injection test, to ensure data integrity;
- Fail safe server tests; and
- Functionality tests, to eradicate programming errors.

Problems that were related to data protection, compliance to GDPR regulations and security vulnerabilities that were compromising the app to unethical users, appeared during this phase.

Therefore, after several modifications were made, a third and final phase testing took place.

### **2.10 Preparing Launch**

Launch preparation included configuring all the app settings at PlayStore and AppleStore, building the app to executable form by iOS and android and initialising the internal testing release. This means that, at this point, the app is in the stores but can be downloaded only by group members to test it and assess its performance in a phone.

### **2.11 Release**

Regarding the release of the app (Play Store -Google-) and App store -Apple-), all required actions have been implemented by the development team and only the related approvals are pending.

### **2.12 Maintenance and Support**

Maintenance and technical support will be provided until the end of the PULCHRA project.

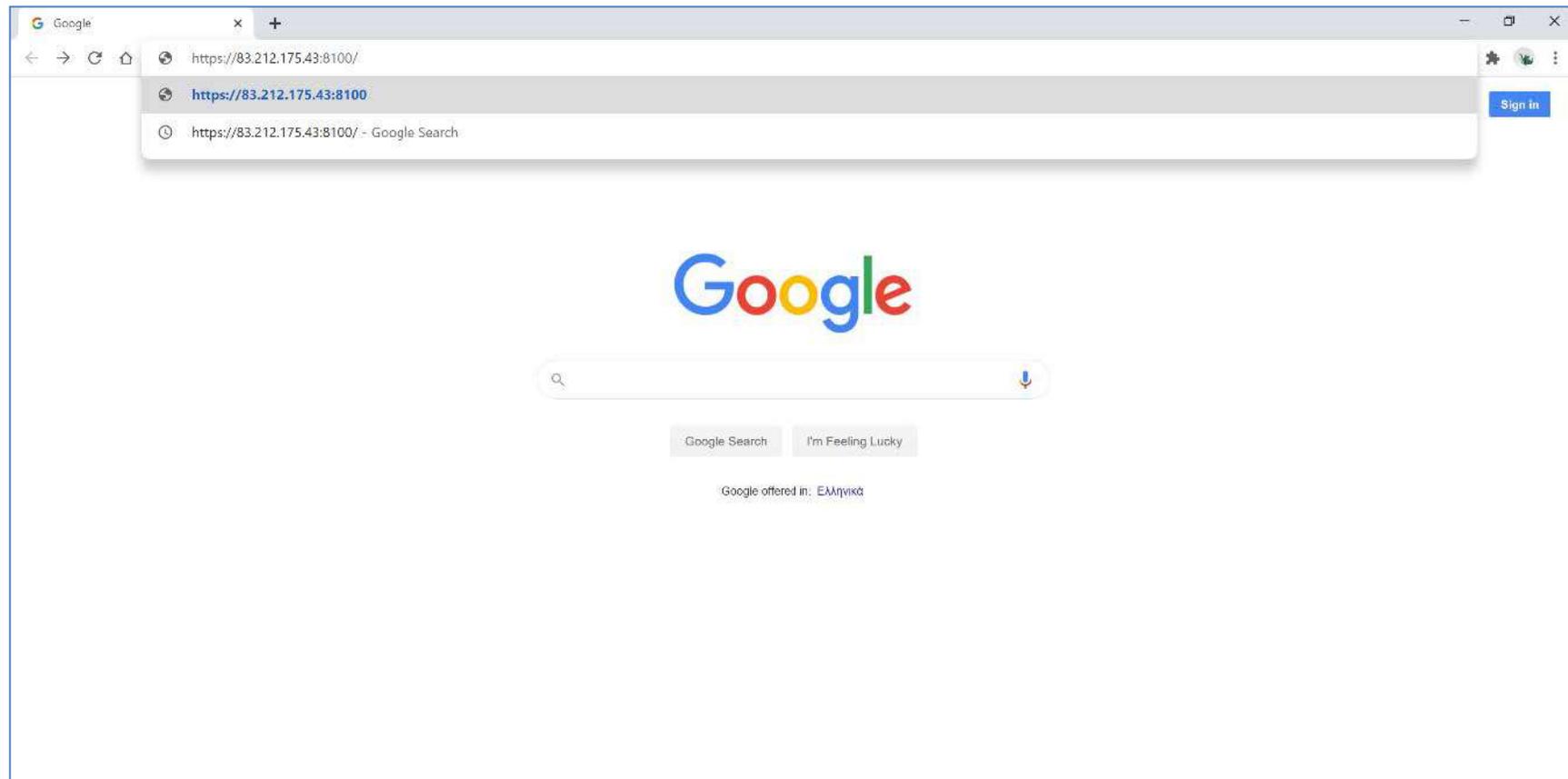


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### 3. USER GUIDE TO ACCESS THE WEB APP

Please follow the instructions to sign-up to the PULCHRA app until it is available from the Google Play and App stores. As far as the option of registering via Facebook and Google account and the deployment of the app in AppStore and PlayStore concerns, all required actions have been implemented by the development team and only the related approvals by Facebook and Google are pending.

- 1) Open google chrome browser and load <https://83.212.175.43:8100/>





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## 2) Press **Ctrl-Shift-c** at once so that you enter the developer mode

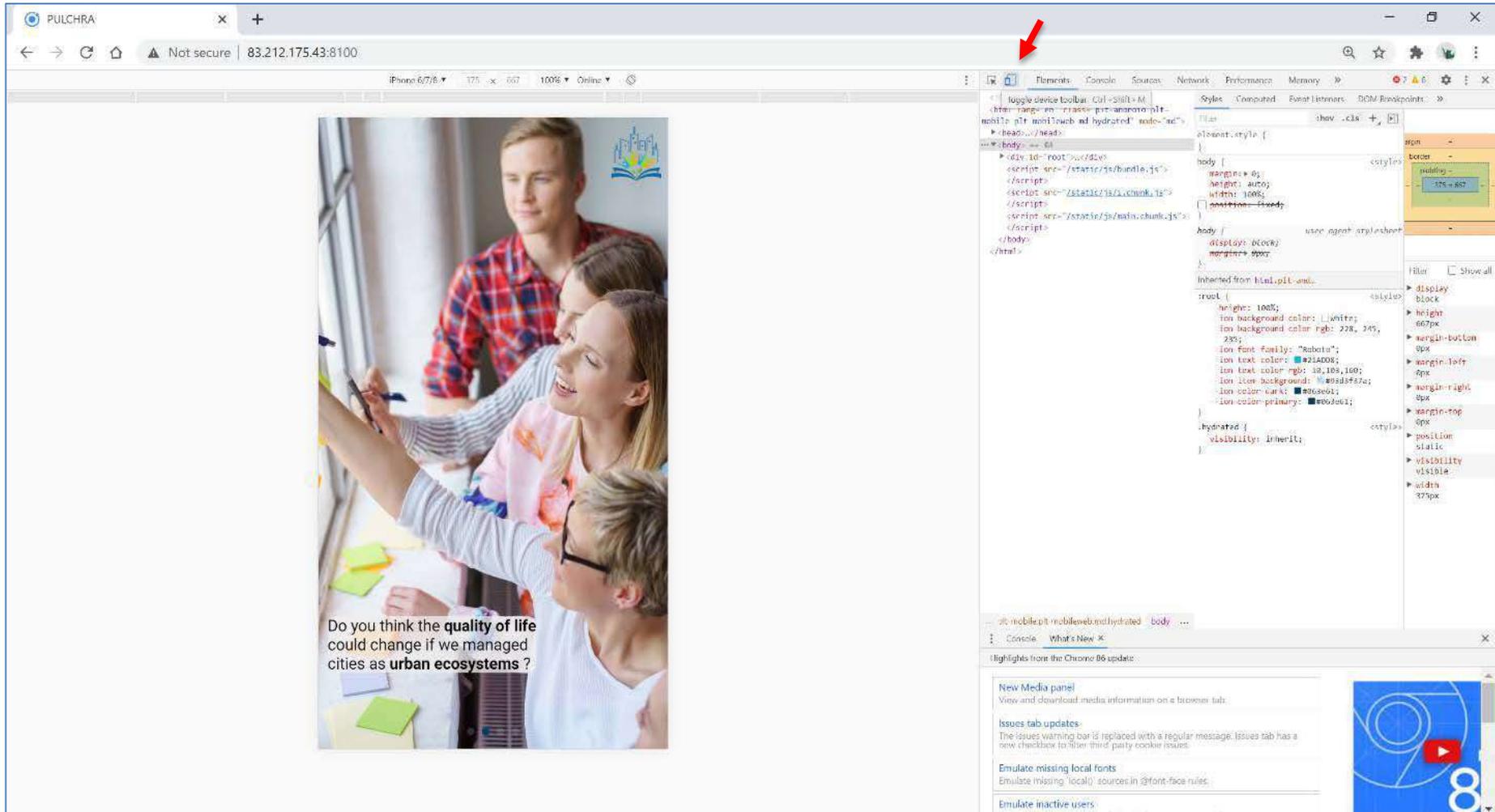
The screenshot shows a web browser window with the URL `83.212.175.43:8100`. The page content features a photograph of a family walking on a path. A young girl in the foreground is riding a scooter, wearing a blue helmet and a light blue polo shirt. Behind her, a woman is pushing a stroller with a baby, and a man is walking. The text overlay on the image reads: "Want to learn and find solutions to improve your neighbourhood?".

The browser's developer tools are open on the right side. The "Elements" panel shows the HTML structure, with the `<body>` tag selected. The "Styles" panel displays the default styles for the `body` element, including `margin: 0;`, `height: auto;`, `width: 100%;`, and `position: fixed;`. The "Console" panel is empty. The "New Media panel" and "Issues tab updates" are visible at the bottom of the developer tools.



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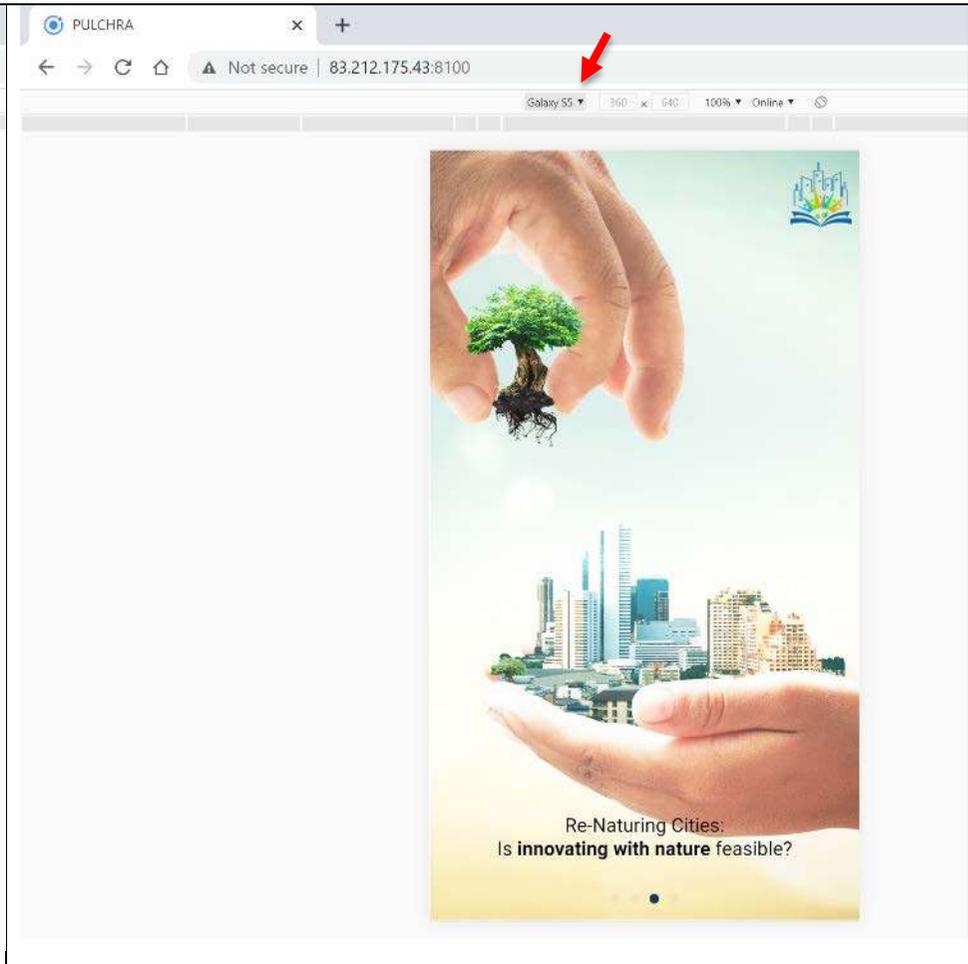
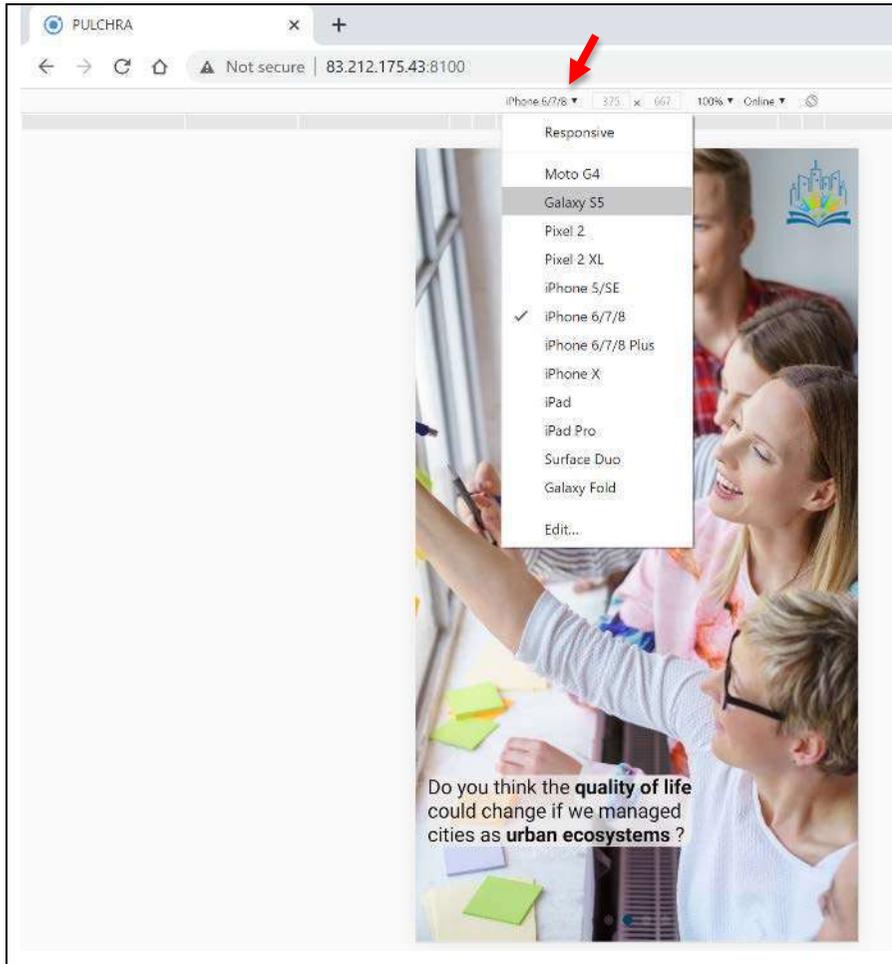
- 3) On the window that pops at right, there is a bar with preferences on top of the window. Select the second option starting from left, called **"Toggle device toolbar"** (please check the red arrow)





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4) After pressing this button, sizes for different screens and phones are shown for emulations. Choose a Phone type (please check the red arrows)





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## **4. CONCLUSION**

The development of the PULCHRA app has been a long and demanding process. It required the communication, cooperation and coordination of people with different background, knowledge and qualifications and all PULCHRA WPs.

Functions such as databases, networking, data storage and user management had to be combined with layout aesthetics, navigation needs, graphics' creation, user interaction and data processing.

The app development team worked hard and stayed focused on the implementation of the assigned task and never lacked creativity and motivation.



## 5. Annex 1: App Terms of Use

The Terms of Use of the PULCHRA app are presented below.

### **TERMS OF USE**

***Last updated October 16, 2020***

### **AGREEMENT TO TERMS**

These Terms of Use constitute a legally binding agreement made between you, whether personally or on behalf of an entity (“you”) and the PULCHRA project (“Project”, “we”, “us”, or “our”), concerning your access to and use of the PULCHRA Mobile App as well as any other media form, media channel, website or mobile application related, linked, or otherwise connected thereto (collectively, the “App”). You agree that by accessing the App, you have read, understood, and agreed to be bound by all of these Terms of Use. **IF YOU DO NOT AGREE TO THESE APP TERMS, YOU MUST IMMEDIATELY UNINSTALL THE APP AND DISCONTINUE ITS USE.**

Supplemental terms and conditions or documents that may be posted on the App from time to time are hereby expressly incorporated herein by reference. We reserve the right, in our sole discretion, to make changes or modifications to these Terms of Use at any time and for any reason. We will alert you about any changes by updating the “Last updated” date of these Terms of Use, and you waive any right to receive specific notice of each such change. It is your responsibility to periodically review these Terms of Use to stay informed of updates. You will be subject to, and will be deemed to have been made aware of and to have accepted, the changes in any revised Terms of Use by your continued use of the App after the date such revised Terms of Use are posted.

The information provided on the App is not intended for distribution to or use by any person or entity in any jurisdiction or country where such distribution or use would be contrary to law or regulation or which would subject us to any registration requirement within such jurisdiction or country. Accordingly, those persons who choose to access the App from other locations do so on their own initiative and are solely responsible for compliance with local laws, if and to the extent local laws are applicable.

### **INTELLECTUAL PROPERTY RIGHTS**

Unless otherwise indicated, the App is our proprietary property and all source code, databases, functionality, software, webApp designs, audio, video, text, photographs, and graphics on the App (collectively, the “Content”) and the trademarks, service marks, and logos contained therein (the “Marks”) are owned or controlled by us or licensed to us, and are protected by copyright and trademark laws and various other intellectual property rights and unfair competition laws of the European Union, international copyright laws, and international conventions. The Content and the Marks are provided on the App “AS IS” for your information and personal use only. Except as expressly provided in these Terms of Use, no part of the App and no Content or Marks may be copied, reproduced, aggregated, republished, uploaded, posted, publicly displayed, encoded, translated, transmitted, distributed, sold, licensed, or otherwise exploited for any commercial purpose whatsoever, without our express prior written permission.

Provided that you are eligible to use the App, you are granted a limited license to access and use the App and to download or print a copy of any portion of the Content to which you have properly gained access solely for your personal, non-commercial use. We reserve all rights not expressly granted to you in and to the App, the Content and the Marks.

### **USER REPRESENTATIONS**

By using the App, you represent and warrant that: (1) all registration information you submit will be true, accurate, current, and complete; (2) you will maintain the accuracy of such information and



promptly update such registration information as necessary; (3) you have the legal capacity and you agree to comply with these Terms of Use; (4) you are not a minor in the jurisdiction in which you reside, or if a minor, you have received parental permission to use the App; (5) you will not access the App through automated or non-human means, whether through a bot, script, or otherwise; (6) you will not use the App for any illegal or unauthorized purpose; and (7) your use of the App will not violate any applicable law or regulation.

If you provide any information that is untrue, inaccurate, not current, or incomplete, we have the right to suspend or terminate your account and refuse any and all current or future use of the App (or any portion thereof).

## **USER REGISTRATION**

You may be required to register with the App. You agree to keep your password confidential and will be responsible for all use of your account and password. We reserve the right to remove, reclaim, or change a username you select if we determine, in our sole discretion, that such username is inappropriate, obscene, or otherwise objectionable.

## **PROHIBITED ACTIVITIES**

You may not access or use the App for any purpose other than that for which we make the App available. The App may not be used in connection with any commercial endeavours except those that are specifically endorsed or approved by us.

As a user of the App, you agree not to:

1. Systematically retrieve data or other content from the App to create or compile, directly or indirectly, a collection, compilation, database, or directory without written permission from us.
2. Trick, defraud, or mislead us and other users, especially in any attempt to learn sensitive account information such as user passwords.
3. Circumvent, disable, or otherwise interfere with security-related features of the App, including features that prevent or restrict the use or copying of any Content or enforce limitations on the use of the App and/or the Content contained therein.
4. Disparage, tarnish, or otherwise harm, in our opinion, us and/or the App.
5. Use any information obtained from the App in order to harass, abuse, or harm another person.
6. Make improper use of our support services or submit false reports of abuse or misconduct.
7. Use the App in a manner inconsistent with any applicable laws or regulations.
8. Use the App to advertise or offer to sell goods and services.
9. Engage in unauthorized framing of or linking to the App.
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This project has received funding from the European Union's Horizon 2020 research and innovation programme under grant agreement No 824466

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