

PROJECT 07 - STORYMIGHT (FLUTTER)

STORE LINKS

Google Play: <https://play.google.com/store/apps/details?id=com.itismyexperience.app>

App Store: <https://apps.apple.com/us/app/storymight/id6444131375>

TYPE

Public mobile app (Android + iOS)

ONE-LINE SUMMARY

A cross-platform family storytelling app for sharing and viewing stories using rich media (photo, video, and photo-linked audio narration), backed by a custom Node.js backend and subscriptions.

TARGET USERS

Families who want an easy way to create, share, and consume story content (with a simple, friendly UX).

MY ROLE (WHAT I OWNED)

Main collaborator / core developer on the app over a long period, responsible for:

- Subscriptions feature end-to-end (Flutter in_app_purchase integration + app-side flows)
- Story request feature
- Ongoing bug fixing and maintenance (primary person handling fixes)
- Profile edit
- Photo edit
- Additional feature work across multiple screens/flows

KEY FEATURES (PORTFOLIO BULLETS)

- Media stories with photo + video + audio (audio narration attached to photos)
- Upload and download flows for media content
- Local caching for smoother browsing
- In-app media compression before upload
- Subscriptions via in_app_purchase
- Story request flow + profile and photo editing tools
- Long-term maintenance: continuous bug fixes and stability improvements

TECH STACK (HIGH-LEVEL)

- Flutter / Dart
- In-app purchases: in_app_purchase (subscriptions)
- Backend: Custom Node.js backend
- Media: upload/download + local caching + compression

PROOF ASSETS (INCLUDED IN THIS PACKAGE)

- Screenshots: media/project_07_storymight/clean/storymight_screen_01.webp .. storymight_screen_05.webp
- Demo video (basic screens only):

media/project_07_storymight/clean/storymight_demo_basic_screens.mp4

Note: Recording covers only basic screens because the app is large.

NOTES / CONSTRAINTS

- If any screens contain sensitive user data, we'll blur/crop before using them publicly.