

TR-06: Flutter Mobile App Development

Build Cross-Platform Apps Through One Clear Mobile Workflow

This course is built for learners who want one realistic Flutter path they can actually repeat after the batch ends. Instead of rushing straight into packages and patterns, the course deliberately spends real time on Dart first, then layers Flutter UI, state, navigation, APIs, Firebase, local persistence, testing, and release readiness in a more manageable order.

The focus is not on sampling every tool in the ecosystem. The focus is one believable workflow: **Dart foundations -> Flutter UI -> Riverpod -> GoRouter -> connected data -> Firebase + local persistence -> testing -> release readiness.**

Why This Course?

The Market Reality

Global Context: Mobile products remain central to commerce, education, logistics, service delivery, and fintech. Teams need developers who can build clean user flows, work with APIs, and ship maintainable updates.

Nepal Context: Nepal remains strongly mobile-first. Startups and service businesses benefit from one maintainable codebase that supports Android and iOS without splitting effort across separate native teams.

Your Opportunity: This course positions you for **junior Flutter, mobile developer, and cross-platform app roles**. You leave with one stronger app story instead of several unfinished tutorial clones.

Nepal-Relevant Reality	Opportunity
Mobile is still the main digital touchpoint for many users	Mobile delivery skill stays practical and needed
Smaller product teams need one maintainable codebase	Flutter becomes a strong cross-platform option
Many learners can build screens but cannot finish flows	End-to-end delivery becomes your advantage
Weak-network usage is a real user condition	Offline-aware thinking becomes valuable proof

Course Snapshot

Parameter	Details
Course Code	TR-06
Title	Flutter Mobile App Development
Duration	3.5 Months (14 Weeks)
Schedule	Monday to Friday (Mon–Fri, 5 Days/Week), 2 Hours/Day
Total Hours	140 Hours of Live Training
Batch Size	Maximum 10 Students
Course Fee	NPR 37,000
Prerequisites	This course supports early-stage programmers, but it still expects guided prework. Before Day 1, complete the official Dart basics tutorial at dart.dev , revise variables, conditions, loops, functions, and basic object-oriented thinking, and make sure you are comfortable creating, renaming, and organizing files on your laptop. A laptop with 8GB+ RAM is required (Mac helps for iOS awareness, but Windows/Linux fully support the main classroom workflow). Saarathi Gate Assessment (diagnostic, no pass/fail) before Day 1.
Self-Study	Minimum 2 hours/day outside class (mandatory)
Outcome	Flutter Developer / Mobile App Developer

Your Learning Week

Day	Activity
Mon–Fri	2-hour live class session (hands-on, project-based)
Mon–Fri	Minimum 2 hours self-study & app-building practice (mandatory)
Saturday	No classes - flexible self-study, peer collaboration, project work
Sunday	Whole day self-learn time. Classrooms remain fully open for you to come in, study, collaborate with peers, and build projects.

Every student must spend at least 2 dedicated hours a day on focused mobile practice beyond the classroom. Flutter confidence grows through repetition, debugging, and finishing real flows.

Week-by-Week Curriculum

Phase 1: Dart Foundations & Flutter Basics (Weeks 1–4, 4 Weeks, 40 Hours)

Week	Focus Area	What You'll Master
Week 1	Dart Foundations & Debugging Habits	Environment setup, values and types, conditions, loops, functions, collections, and debugging basics
Week 2	Dart OOP, Async & Data Modeling	Classes, constructors, null safety, async/await, Futures, generics, enums, records, and modern Dart patterns
Week 3	Flutter Fundamentals & Local State	Flutter project anatomy, widget composition, callbacks, local state, input handling, and reusable UI thinking
Week 4	Layouts, Theming & Reusable UI	Responsive layouts, scrolling patterns, Material 3 theming, reusable widgets, and loading/empty/error states

Phase 2: State, Navigation & Product Flows (Weeks 5–7, 3 Weeks, 30 Hours)

Week	Focus Area	What You'll Master
Week 5	State Management with Riverpod	State ownership, Riverpod provider basics, async UI state, and cleaner feature logic
Week 6	Navigation, Forms & Product Flows	GoRouter, route planning, nested flows, feature structure, validation, and submission UX
Week 7	APIs, Repositories & Reliable UI States	HTTP/Dio, JSON models, repository pattern, and loading/error/retry behavior

Phase 3: Data, Firebase & Device Workflows (Weeks 8–11, 4 Weeks, 40 Hours)

Week	Focus Area	What You'll Master
Week 8	Firebase Auth & Cloud Data	Auth flows, Firestore modeling, route protection, and backend-connected app workflows
Week 9	File Storage, Notifications & Cloud Workflows	Uploads, notifications, cloud-connected features, and practical backend extensions
Week 10	Local Persistence & Offline-First Thinking	Preferences vs local database choices, cache boundaries, retry queues, and offline-aware UX

Week	Focus Area	What You'll Master
Week 11	Device Features & Capstone Foundation	Camera, location, permissions, package choice, capstone scoping, and architecture foundation

Phase 4: Testing, Release Readiness & Career Prep (Weeks 12–14, 3 Weeks, 30 Hours)

Week	Focus Area	What You'll Master
Week 12	Testing, Profiling & Quality Gates	Unit tests, widget tests, mocking, profiling, and release-minded QA
Week 13	Release Readiness & Capstone Polish	Android release build, iOS workflow awareness, store-readiness checklist, and final app polish
Week 14	Portfolio, Interviews & Career Launch	Case-study writing, resume and GitHub polish, mock interviews, and mobile-role application planning

Skills You'll Gain

Technologies & Frameworks

Technology	Proficiency Level
Dart	Working mobile language fluency
Flutter	Cross-platform app delivery
Riverpod	State management
GoRouter	Navigation workflow
Firebase	Primary backend workflow
Hive / local persistence	Offline-aware mobile behavior
Material 3	UI system and theming
REST APIs	Connected feature delivery

Development Tools

Tool	Application
Android Studio / VS Code	Development environment
Git & GitHub	Version control and project proof
Firebase Console	Backend management
Flutter DevTools	Debugging and profiling

Topic Depth and Awareness

Section	Guidance
Purpose	This course intentionally separates what you need to master in depth from what you only need to understand with working awareness.
Depth	Dart fundamentals, Flutter UI, Riverpod, GoRouter, API integration, Firebase flows, local persistence, testing, and release-readiness habits
Awareness	AutoRoute, BLoC, Supabase comparison, and deeper platform-specific specialization paths
How to use this syllabus	Spend most of your self-study time strengthening the depth topics first. Use awareness topics to broaden judgment, not to divide your attention too early.

Project Pool

*All options below are **intermediate-level final projects**. Each student chooses **one** final project from this pool. Project themes can evolve each batch, but every learner still completes one trainer-approved final project from the approved pool.*

#	Final Project Choice	What You Will Build	Core Stack / Tools
1	Service Booking Mobile App	Build a polished booking app with auth, scheduling, status updates, and trainer-approved production basics.	Flutter, Dart, Riverpod, GoRouter, Firebase

#	Final Project Choice	What You Will Build	Core Stack / Tools
2	Habit & Wellness Tracker	Build a multi-screen habit or wellness tracker with local persistence, progress charts, and thoughtful state flows.	Flutter, Riverpod, Hive / local storage, Material 3
3	Commerce Companion App	Build a product-browsing and order-tracking mobile experience with API integration and clean UI states.	Flutter, REST APIs, Dio, auth, responsive UI
4	Offline Field Operations App	Build an offline-first app for field tasks, sync queues, and media capture in unstable network conditions.	Flutter, local DB, sync logic, camera / uploads
5	Community Mobile Platform	Build a mobile community app with feeds, profiles, notifications, and cross-platform polish.	Flutter, Firebase, state management, notifications, platform polish

Career Paths & Trajectory

Role Path	Focus and Proof	Stage and Timeline	What Actually Matters
Junior Flutter Developer	Build screens, forms, and everyday app flows from designs and API requirements. Proof you leave with: One complete trainer-reviewed app, routing clarity, and stronger Dart fundamentals	Entry role - first 0–12 months	UI accuracy, clean code habits, steady debugging, and the ability to finish assigned mobile tickets.
Flutter Developer / Mobile App Developer	Own feature delivery across state, navigation, data, and release-readiness work in a real app. Proof you leave with: Auth flow, local persistence, and feature-level testing confidence	Growth role - 1–3 years	Reliable feature ownership, sensible architecture choices, and calm handling of device and API edge cases.
Senior Mobile Engineer (Flutter-Focused)	Lead cross-platform feature delivery, performance fixes, and app quality improvements across releases. Proof you leave with: Offline-first thinking, profiling habits, and stronger code-review judgment	Senior individual contributor - 3–5 years	Architecture consistency, product awareness, and knowing when Flutter needs platform-specific depth.

Role Path	Focus and Proof	Stage and Timeline	What Actually Matters
Product Mobile Engineer / Mobile Tech Lead	Shape mobile delivery standards, mentor juniors, and make platform trade-offs for a growing product. Proof you leave with: Release workflow awareness, technical communication, and stronger delivery judgment	Leadership path - 5+ years	Product judgment, trustworthy delivery, and helping teams ship stable mobile experiences repeatedly.

Saarathi Gate & Completion Review

Before You Start: Saarathi Gate Assessment

All students complete the **Saarathi Gate Assessment** before Day 1. It is a short diagnostic review of aptitude, learning behaviour, and thinking style. It has **no pass/fail** and is used only to tailor support from the start.

After Course Completion: Saarathi Completion Review

The **Saarathi Academy Certificate** is issued after the selected final project is completed, documented, and reviewed by the trainer. There is **no separate certification exam** for this course.

Completion Requirements:

- Attendance:** Minimum 80% attendance
- Weekly Work:** Core deliverables, revision work, and practice tasks completed
- Final Project:** One intermediate-level project selected from the project pool and completed to trainer-approved quality
- Portfolio Proof:** Screenshots, documentation, case-study notes, or equivalent proof assets updated
- Trainer Review:** Practical execution, consistency, communication, and overall growth signed off by the trainer

Enrollment & Next Steps

Next Batch: Starting soon (contact for exact dates) **Offline Location:** Old Baneshwor Chowk, Kathmandu, Nepal **Mode:** Online + Offline **Contact (Call/WhatsApp):** 9761095364, 9744442469

» **[ENROLL NOW]** - Limited to 10 seats per batch

Finish one stable app, explain your choices clearly, and prove you can ship mobile work that holds together.

Last Updated: Mar 30, 2026

