Hackathon Assignment: Build an Ubuntu Touch App for Odoo OCA E-Learning

Title: "Odoo E-Learning on Ubuntu Touch"

Objective

Build a **mobile app** for **Ubuntu Touch** that integrates with **Odoo OCA's E-Learning module**, allowing users to:

- Browse and enroll in courses.
- Complete lessons and quizzes.
- Track progress and certificates.

Background

Odoo is a popular open-source ERP system, and its **OCA E-Learning module** extends it for online education. Ubuntu Touch lacks a dedicated Odoo E-Learning app—your task is to create one!

Requirements

1. Core Features

- **Course Catalog:** View available courses.
- **Enrollment & Progress:** Enroll in courses and track completion.
- **Content Viewing:** Read lessons, watch videos, and take quizzes.
- **User Authentication:** Log in via Odoo credentials.
- **Offline Mode:** Download content for offline use.

2. Technical Stack

- **Frontend:** QML/JavaScript (Ubuntu Touch UI).
- **Backend:** Python (for Odoo API interactions).
- **API:** Use the [Odoo XML-RPC or REST API](#).
- **Packaging: Clickable app** for Ubuntu Touch.

3. Deliverables

- A **functional Odoo E-Learning app** for Ubuntu Touch.
- Support for **course enrollment, lessons, and quizzes**.
- A **demo video** (max 2 minutes).
- **Documentation** (README) with:
  - Installation steps.
  - API details.
  - Limitations.

Getting Started

Step 1: Set Up Odoo & Ubuntu Touch SDK

- Install a **test Odoo instance** with the [OCA E-Learning module](#).
- Set up the **Ubuntu Touch SDK**.

Step 2: Design the UI

- Use **QML** to create:
    - Course listing.
    - Lesson viewer.
    - Quiz interface.
    - User dashboard.

Step 3: Connect to Odoo

- Use Python to interact with Odoo's API:
    - Fetch course lists.
    - Submit quiz answers.
    - Sync progress.

Step 4: Implement Offline Mode

- Cache lessons and quizzes using **SQLite**.

Step 5: Package as a Clickable App

- Test on an **Ubuntu Touch device/emulator**.

Bonus Challenges

- Add **certificate download** functionality.
- Support **multi-language** courses.
- Implement **gamification** (badges, leaderboards).

Resources

- [Odoo API Docs](#)
- [OCA E-Learning Module](#)
- [Ubuntu Touch App Dev Guide](#)

Submission Guidelines

- Submit code in a **GitLab / GitHub repo**.
- Include a **README** and **demo video**.

Why This Matters

This app will help **Odoo users** access **e-learning on the go**, improving training and education workflows!