

Craven-it — Complete User Guide

A step-by-step manual for parents, admins, and anyone evaluating the platform.

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1. What is Craven-it?

Craven-it is a small-group online tutoring platform built for **K–2 students** (Kindergarten through 2nd grade). It blends:

- **Live, small-group classes** with our tutor Tracey (via Google Meet links)

- **A library of video & PDF lessons** the child can do at their own pace
- **Quizzes & activities** that reinforce what was learned
- **A gamification system** — points, streaks, and badges — designed to make daily learning feel like play
- **A parent dashboard** that shows real-time progress, upcoming classes, attendance, and chat with the teacher

There is **no separate student login**. Parents own the account; the child sits with the parent (or beside them) to do lessons and quizzes.

2. Roles on the Platform

Role	Who they are	What they can do
Parent	The signed-up adult	Add children, view progress, take lessons/quizzes for their kid, chat with admin, manage subscription
Admin (Tracey)	The tutor/operator	Create lessons, schedule classes, mark attendance, run quizzes, message all parents, export reports

There is no third "student" account — kids learn under the parent's profile.

3. Getting Started

Step-by-step (first visit)

Home page → Click [Sign Up] → Step 1: Parent details → Step 2: Add child → Dashboard

- Open the website in any modern browser (Chrome, Safari, Edge, Firefox).
- You'll land on the **Home page** — a yellow hero section with "Where Learning Feels Like Play!"
- Top-right of the navigation, you'll see two buttons:
- **Login** (outlined orange) — for returning parents
- **Sign Up** (filled orange) — for new visitors

- Click **Sign Up** to create your account.
-

4. Sign Up — Step by Step

The signup is a **2-step flow**:

Step 1 — Parent details

Home → [Sign Up] → Modal opens → "Create your parent account"

Fill in:

- **Full name** (e.g. "Jen Miller")
- **Email** — used for login + notifications
- **Password** — at least **6 characters**

Click **Next: Add your child** →

Step 2 — Add your child

Step 1 → [Next] → Step 2: "Add Your Child"

For each child you want to register:

- **Child's name** (e.g. "Emma")
- **Grade** — pick one: Kindergarten / 1st Grade / 2nd Grade
- **Date of Birth** — *optional*, native date picker, can't be in the future
- **Pick an avatar** — *optional*, scroll the row of 10 cartoon avatars and tap one to select

You can:

- **■ Add another child** to register multiple kids at once
- **■ Remove a child row** if you change your mind
- **Skip for now** — creates the account without kids; you can add them later from the dashboard

Click **Create account** **■**

After creation, you're auto-logged-in and redirected to your **Parent Dashboard**.

5. Logging In

Home → [Login] → Enter email + password → Dashboard

- From the home page, click **Login** (top-right).
- Enter your registered email + password.
- On success, you go straight to your dashboard:
- Parents → `/dashboard`
- Admin → `/admin`

■ Once logged in, the navigation changes: the brand logo always returns you to home, and a new orange **Dashboard** button appears for one-tap access.

6. The Parent Dashboard

Login → Dashboard → [Overview tab is shown by default]

The dashboard has 5 main tabs across the top:

Tab	Purpose
Overview	Welcome card, key stats, subject progress, upcoming classes, notifications
Family	All your children at a glance with subscription status
Lessons	The video & PDF library
Quizzes	Quizzes + scores
Badges	Earned + locked badge gallery

The "Children Tab Bar"

Below the navigation you'll see one chip per child (e.g. `E Emma · Grade 1`). Click a chip to switch the dashboard's focus to that child. Three controls sit at the end of this bar:

- ■ **Add child** — opens the Add Child dialog
- =■ **Pencil** — edit the currently selected child (name, grade, DOB, avatar)
- ■ **Trash** — delete the currently selected child (with confirmation)

What you see on the Overview tab

Overview tab → shows for the currently selected child

- **Welcome card** with the child's avatar/initial, total points, badges earned, current streak — *"Emma has earned 65 points and 2 badges · 2-day streak ■. Keep shining!"*
- **5 stat tiles**: ■ Streak · ■ Points · ■ Badges · ■ Quizzes done · ■ Avg Score
- **Subject Progress** — a colored bar per subject showing average score
- **Recent quizzes** — last few attempts with %
- **Subscribe card** (right column) — \$200/month with the Stripe checkout button OR the active subscription's days-remaining
- **Upcoming classes** (right column) — next 3 live sessions with date/time + Join button (gated)
- **Updates / latest notifications** (right column)

PDF and Excel buttons let you export a full report for that child instantly.

7. Managing Children (Add / Edit / Delete)

Add a child after signup

Dashboard → Children tab bar → [+ Add child] → Dialog opens

- Tap + **Add child** in the children tab bar (or the big CTA on the empty-state card if you have zero kids).
- Fill in name, grade, optional DOB, pick optional avatar.
- Tap **Add child** — the new child instantly appears as a chip and is auto-selected.

Edit a child

Select child → ■ Pencil button → Dialog opens prefilled → Change values → [Save changes]

Every field is editable (name, grade, DOB, avatar). Saving updates the child everywhere.

Delete a child

Select child → ■ Trash button → Confirmation dialog → [Delete]

■■ This **permanently deletes** the child's profile and all their progress, quiz results, and attendance history. The action is irreversible. After deletion, the dashboard auto-falls back to your next child (or the empty-state if it was your last one).

8. Choosing an Avatar

Any child form (signup, add, edit) OR Dashboard avatar → Avatar Picker

You have **10 preset cartoon kid avatars** in pastel colors (Sunny, Milo, Rosa, Kai, Luna, Finn, Zara, Theo, Iris, Noah). Each one has a unique style — different hair, skin tone, expression — so kids can pick the one that feels like *them*.

To change an existing child's avatar from the dashboard:

Overview → Click child's avatar circle → Dialog with picker + Upload photo

You can either pick from the cartoon gallery **or** upload your own photo (max 5MB, image files only). The avatar then follows the child everywhere — child tabs, leaderboards, badge popups, even chat history.

9. Lessons — Library of Learning Content

Dashboard → Lessons tab

Lessons are filtered automatically to your child's grade. Each card shows:

- A colored icon banner (■ Video / ■ PDF / ■ Activity)
- Title
- Description
- Click to open

Lesson types

- ■ **Videos** — embedded YouTube/Vimeo player; watch full-screen
- ■ **PDFs** — inline iframe viewer; can also be downloaded
- ■ **Activities** — link to external interactive websites

Marking complete

Inside the lesson modal, tap ■ **Mark as completed** to:

- Award **+5 points**
- Update streak
- Possibly unlock a badge (with confetti ■)

Subscription lock

If your child has **no active subscription**, you can still **see** all lessons (so you know what's available), but each card shows a ■ **Locked** state with blurred icon. Clicking opens a toast prompting you to subscribe. A yellow banner at the top says *"Subscribe to unlock lessons — You can see all 5 lessons, subscribe to start learning"* with a **Subscribe now** button.

10. Quizzes — Earning Points

Dashboard → Quizzes tab

Each quiz card shows:

- ■ Award icon, title, subject, time limit (e.g. "10m"), question count, total points

Taking a quiz

Quizzes tab → Tap [Start quiz] → Quiz screen → Answer questions → [Submit quiz]

- Click **Start quiz** on any unlocked card.
- The quiz UI loads with:
 - **Progress bar** at top
 - **Countdown timer** (turns red below 30 seconds, pulses)
- One question at a time, 4 multiple-choice options labeled A–D
- Tap an option → it highlights. Tap **Next** to continue.
- On the last question, tap **Submit quiz**.
- **Auto-submit** triggers if the timer reaches 0:00 — unanswered questions count as wrong.

After submitting

You see a **result card**:

- ■ Final percentage in a giant number, color-coded:

- **80% +** → green ("Amazing work! ■")
- **60–79%** → yellow ("Great effort! Keep going ■")
- **< 60%** → orange ("Good try! Practice makes perfect ■")
- Score breakdown ("8 / 10 points")
- If a new badge unlocked, a **full-screen confetti popup** fires ■

One-shot rule

■■ Each quiz can only be taken once per child. After submitting, the card permanently shows:

- Green "■ COMPLETED" badge
- Final score in green
- Disabled ■ **Already completed** button

This is enforced both in the UI (button disabled) and in the backend (HTTP 409 if you try to submit again).

Subscription lock

Just like lessons — quiz cards are visible but ■ **Subscribe to start** when no active subscription. Backend returns HTTP 402 if a subscription-less submit slips through. Already-completed quizzes always show their score regardless of subscription status.

Scoring logic

```
Score per question = points assigned to that question (e.g., 10 pts) IF correct,
else 0
Total score = sum of correct-question points
Percentage = (total score / total possible points) × 100
Points credited to child = round(total score × 0.10) ← 10% of score becomes ■ points
```

Example: Quiz has 3 questions × 10 pts = 30 total. Child gets 2 right.

- Total score: 20 / 30
- Percentage: 67%
- ■ Points credited: $\text{round}(20 \times 0.10) = 2$ points added to child's lifetime points

11. Live Classes with Tracey

Dashboard → Overview tab → "Upcoming" card (right column)

Admin schedules live classes with a Google Meet link. Each card shows title, subject, date, time, and:

- **Join class** (blue button) — opens the Meet link in a new tab — IF subscribed
- **■ Subscribe to join** (grey chip) — IF no active subscription

After class, the admin marks attendance:

- **Present** → +15 points + streak credit + may trigger a badge
- **Absent** → no points

Notifications fire automatically:

- **24 hours before** class — reminder
- **1 hour before** class — second reminder

Both are powered by APScheduler running every 5 minutes in the background.

12. Subscription & Billing

Pricing

\$200 / month per family — covers:

- 2 live tutoring sessions per week with Tracey
- Personalized K–2 lessons
- Progress reports & badges
- Live class joining
- Quiz starting

How to subscribe

Dashboard → Overview tab → Subscribe card (right) → [Subscribe now] → Stripe Checkout → Success

- Click **Subscribe now** on the Subscribe card.
- You're redirected to **Stripe Checkout** — paste card details (test card: 4242 4242 4242 4242).
- On success, Stripe redirects back to your dashboard.
- The dashboard shows a "Verifying your payment..." toast, polls Stripe for confirmation, then confirms with a green "Payment successful — subscription activated! ■" toast.
- The Subscribe card now shows **active status** with days remaining and a **Renew** button when nearing expiry.

Subscription is **per child** — if you have 2 kids, you'd subscribe for each.

13. Gamification Engine — Points, Streaks, Badges

This is the heart of what keeps kids motivated to come back daily. All three mechanics combine.

■ Points

Activity	Points Earned
Completing a lesson	+5 pts
Submitting a quiz	$\text{round}(\text{score} \times 10\%)$ — see Quiz scoring logic
Being marked present in a live class	+15 pts

Points are **cumulative** — they accumulate over time and never reset. Shown prominently on the dashboard hero, child tab badges, and the Family tab cards.

■ Streaks

A **streak** = the number of consecutive days the child completed at least one activity (any lesson, quiz, or class).

```
Day 1: Complete 1 lesson → streak_days = 1
Day 2: Complete a quiz → streak_days = 2
Day 3: Skip the day → streak_days resets to 0 next morning
Day 4: Complete activity → streak_days = 1 (started over)
```

The streak counter increments **once per calendar day**, regardless of how many activities were done. The reset job runs nightly via APScheduler. Streaks are tracked per child via the `last_activity_date` field.

■ Badges

Badges are milestones, awarded automatically on the trigger event. Each badge unlock fires a **full-screen confetti celebration** powered by canvas-confetti. Earned badges live in the **Badges tab**; locked badges show in grayscale outline.

Badge	Trigger
■ First Steps	Complete your very first lesson

Badge	Trigger
■ Quiz Master	Score 90% or above on any quiz
■ Week Warrior	Maintain a 7-day streak
■ Month Master	Maintain a 30-day streak
■ Point Collector	Reach 100+ total points
■ Big Earner	Reach 500+ total points
■ Lesson Hero	Complete 20+ lessons
■ First Quiz	Submit your very first quiz

Badges are checked on **every activity submit** — the backend re-runs all badge eligibility rules and pushes any new wins to the response so the frontend can fire confetti immediately.

14. Notifications

Dashboard header → ■ Bell icon → Popover opens

The bell icon at the top-right of the dashboard shows a **red badge with the unread count**. Click it to open a dropdown with:

- All recent notifications (newest first)
- Each item shows: title, message preview, time ago ("17h ago", "2d ago")
- Unread items have a red dot + light orange background
- **Click any item** to mark it as read (badge count decreases)
- **Mark all read** link at top to clear everything

What triggers a notification

Event	Title example
New lesson published in your grade	"New lesson available"
Class reminder (24h, 1h before)	"Upcoming class reminder"
Quiz graded	"Quiz #1 graded — 100%"
Badge unlocked	"Badge unlocked ■"

Event	Title example
Welcome message	"Welcome to Craven-it!"
Admin broadcast	(custom title from admin)

15. Real-Time Chat with Admin

Anywhere in dashboard → ■ Chat bubble (bottom-right)

A floating chat button sits in the bottom-right corner of every parent dashboard page. Clicking it opens a chat panel where you can message Tracey directly.

Messages stream in **real-time** via **Server-Sent Events (SSE)** — when admin sends a message, it appears instantly on your screen without refreshing. An unread message indicator appears on the bubble.

On the admin side, Tracey gets a unified inbox showing all parents and their conversations.

16. Reports — PDF & Excel Exports

Dashboard → Overview tab → "Subject progress" card → [PDF] or [Excel]

Two export options for the currently selected child:

- **PDF** — clean printable summary with stats, subjects, recent quizzes, formatted with ReportLab
- **Excel** — multi-sheet **.xlsx** (overview, quiz history, attendance) generated with openpyxl

Files download instantly. Useful for:

- End-of-month reviews
- Sharing with co-parents/grandparents
- School records / IEP documentation

17. The Admin Dashboard

Login as admin → /admin

Admins (Tracey) see a totally different dashboard with management capabilities. Tabs:

Tab	What admin can do
Overview	KPIs: total parents, total children, total quizzes, attendance rate
Users	Create, view, deactivate parent/admin accounts
Children	Search all children, assign subjects, see progress
Subjects	Create/edit subjects per grade with custom color
Content	Create lesson cards (video URL, PDF URL, activity link)
Live Classes	Schedule classes (title, subject, date/time, Meet link, duration)
Quizzes	Build quizzes — title, questions, 4 options each, mark correct answer, points per question, time limit
Attendance	Mark per-child present/absent for each past class
Notifications	Send broadcast or per-parent announcements
Reports	Bulk Excel export of all children's progress
Imports	Bulk CSV import of users or children
Chat	Unified inbox of all parent conversations

Admin scoring & gamification triggers

When admin marks attendance or grades a quiz, the gamification engine automatically:

- Awards points
- Updates the streak
- Re-evaluates all badges
- Sends notifications

So Tracey doesn't need to manually push points — it all happens behind the scenes.

18. Demo Accounts & Test Logins

The platform auto-seeds rich demo data on first boot. You can use these accounts immediately:

■ Admin (full access)

Field	Value
Email	admin@cravenitk2.com
Password	Admin123!

■■■■■ Parents (with seeded children & progress)

Name	Email	Password	Children
Sample Parent	parent@craven-it.com	Parent123!	Emma (Grade 1)
Jen Miller	jen.miller@demo.com	Demo123!	Liam (G1, 5-day streak), Mia (K)
Carlos Reyes	carlos.reyes@demo.com	Demo123!	Diego (G2, 12-day streak, 520 pts)
Aisha Okonkwo	aisha.okonkwo@demo.com	Demo123!	Zara (K), Nia (G2)

Each demo child has pre-loaded points, quiz scores, badges, attendance history, and even chat messages — so you can see every feature alive instantly.

19. FAQ & Troubleshooting

Q: I logged in on the live site but nothing loads.

A: After deploying, click **Deploy** in Emergent to push the latest code + auto-seed demo data. Reload the page. Auth uses Bearer tokens stored in localStorage so cross-origin cookies aren't an issue.

Q: My child wants to retake a quiz they got 60% on.

A: Quizzes are one-shot — this is intentional, to avoid grinding. The score is permanent. Ask admin to create a new "Practice Round 2" quiz on the same topic if you want a second attempt.

Q: Why can't my child join class?

A: You probably don't have an active subscription. Check the Subscribe card on Overview → click Subscribe now → use Stripe test card 4242 4242 4242 4242 if you're just testing.

****Q: Streak got reset, but my child *did* do a lesson yesterday.****

A: Activities are recorded in the timezone of the server (UTC). If a lesson was completed at 11:55 PM in your timezone, it might roll into the next UTC day, breaking the streak. Tell us if this happens — we can adjust the timezone logic.

Q: How do I change a child's grade after signup?

A: From the dashboard, click the child's chip → click the  pencil button → change the grade dropdown → Save changes. The lesson and quiz lists will instantly filter to the new grade.

Q: Is there a mobile app?

A: The site is fully responsive and works great on mobile browsers. A dedicated PWA / mobile app is on the P3 backlog.

Q: How do I cancel my subscription?

A: Currently, subscriptions auto-expire if not renewed. To stop auto-renewal, contact Tracey via the in-app chat. A self-serve cancel is on the roadmap.

Q: My password is wrong but I can't reset it.

A: Password reset via email is in the P2 backlog. For now, contact admin and they can reset it for you, or you can re-register with a new email.

Glossary

Term	Meaning
Streak	Consecutive calendar days of any learning activity
Points (■)	Lifetime score earned from lessons (5), quizzes (10% of score), classes (15)
Badge	Milestone achievement with a confetti celebration
Subscription	\$200/month per child Stripe subscription unlocking lessons, quizzes, classes

Term	Meaning
SSE	Server-Sent Events — push protocol used for real-time chat
Confetti	Browser-side celebration animation triggered on badge unlock
Demo seed	Auto-run seeder that populates 4 parents + 6 kids on backend startup

This document is generated as part of the Craven-it project documentation. Save it, share it, or keep it open in another tab as you explore the platform.