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Software used:
- [Figma](#) - to create a high fidelity prototype of the app and admin web portal.
- [Android Studio](#) - to create the app alpha version displayed in the .gif.
  - [Google Calendar](#) - used as test event cards in the app alpha.

Hardware used:
- Basic windows computers
  - Android studio runs a virtual machine to interact with the app while coding

The main focus of the project was a polished high fidelity prototype to base an mobile app on that would later be created by a professional team. Therefore, there is no system needed to "run" this project.

Figma:
1. Open Figma link
2. Click the play button on the top right to view play through version of template
3. Edit main portions of the app in the templated page and instantiate new iterations of template into a page.

Android Studio:
1. Open project folder in Android Studio
2. Create a phone environment (we used Nexus 5X API 30)
3. Click the run button to launch the app.

[GitHub](#) - App Alpha: The GitHub is public and should be able to fork from
[Figma](#) - App Alpha: The high fidelity prototype of the app
    "Grey" and "White are the latest versions as "Old" is the first version.
[Figma](#) - Admin Web View: The high fidelity prototype of the web application for editing events.
[Box](#) - Repository of all files associated to project

Unrealized features:
- The prototypes themselves were finished and ready to hand off.
- The app alpha is not created 1:1 to the prototype.
- The admin web portal was a late idea and so it was not given an alpha project.
- The Admin portal should probably pull events from a Google Calendar, make a new event entry in a database, edit the data on the webpage, and then store the new event entry. The app would then list events from that database.