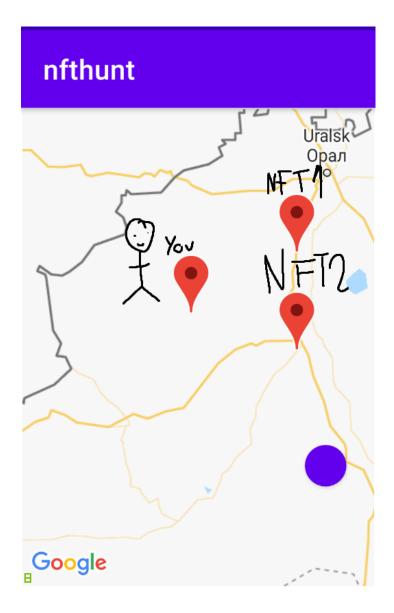
How does our app work?

It isn't finish yes, but here is a nice drawing explaining how it's supposed to work:



This is pretty simple. We wanted to build some kind of real life marketplace.

Our goal was to make *something* to buy and sell NFTs from a specific location requiring players/users to be physically present to make a transaction. There were a lot of problems that we thought would be easier to solve.

I also overestimated what I could do in a month with a new technology but it was still a great opportunity to learn new things \odot . I am looking forward to continuing building this project or to take part in another hackathon with more experience.

The source code of the application is also here, it should be able to run on an android emulator but there aren't a lot of things to do. For the moment it's just a basic map activity.

It's just locating the user and the purple button can center the camera around the user. The 2 NFTs on screen are objects from the NFTS class. For the moment they are hardcoded and are visible around (Lat:50.5 long:50.5 and Lat:51.5 Long:51.5) on the activity.