   4GR is a (fictional) humanitairian NGO and works to assist refugees
   reconnect with their families. They have a complex solution for
   collecting, extracting, crunching & analysing data and producing graphs
   and charts.

</background>

<problem>

   Their achilles heel is in collecting data for multiple reasons:
   1. Refugees are located in multiple camps
   2. Network connectivity at each location is unreliable

</problem>

<challenge>

   Design and prototype an Android application that will collect refugee
   data for 4GR with the following basic features:

   1. Capture basic information about refugees
   // first name, last name, refugee ID number, photo (read: selfie)
   // hint: if the photo is not upright, photo should rotate automatically

   2. Capture additional questions that may be deemed useful by 4GR
   // consider that questions may be added / removed after deploying the app
   // bonus skip logic:
   // if the answer to Q5 is yes, go to Q6 { else go to Q7 }

   3. Users should be able to use the app where there's little to no
   connectivity with a 'backup & sync' functionality made available when a
   strong internet connection is detected

   4. Users should be able to view a summary of responses
   // bonus: edit details while in the summary screen

   5. Users can view a list of the surveys available for them to answer

</challenge>

<tech>

   1. A mobile application

   2. Save to mobile database

   3. Information captured should be sent to a fictional server
   // actual network call required

   4. Make use of Android Architecture Components

</tech>

<how>

   1. Use Android Studio

   2. Submit link to Github / Bitbucket repo by `January 25 2018 1300hrs`

</how>