**Limitations:** The project is designed to be used for android devices so if you use it on a windows machine instead of an android emulator the UI may look much different and/or unexpected errors might happen.

**Build and inputs/Outputs:** There are no expected inputs for the project besides clicking whatever buttons you want to so you can see the weapons you want. Building should be done on an android emulator and doesn’t require anything special, just an internet connection.

**Nonstandard Libraries:** The only non-standard library used was the MVVM community toolkit we used in class from the NuGet package manager. CommunityToolkit.Mvvm version 8.0.0 from NuGet