TINDER CLONE PROJECT NOTES

* Not web based

* Client- server based

* Server application with many clients application

* Client must be a separate executable, clients connect to server

* Simulate (fake GPS) GPS location, randomly generated, use coordinates to determine a location, show distance between cities.

* Track user choices (A, B, C, D, E) see if users are going to have higher probabilities in certain groups. Or wait for all groups to swipe and match when they both swipe right (Will match users when they both swipe right)

* Every time a user logins location will be randomized different location every login

* Will support multiple clients in a typical server and client configuration

* Focus mostly on User profile

* Emulate functionality of Tinder