Project Description  
-BoatFinder-

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BoatFinder is an app designed to make renting boats simple and accessible to everyone. Whether you want a boat for sailing or a fishing, you can easily find and book it through our app. The experience is intended to be as seamless as booking a hotel room online.

**Goals:**

1. Accessibility: Make boat renting accessible to a wide range of users.
2. Positive Feedback: Users should find the app easy to use and give positive feedback.
3. Boat Options: Users can find boats that fit their needs, whether it’s a luxury yacht for a special occasion or a simple boat for a short trip.

**Design and Development:**

1. Setup and Design: The initial setup includes choosing the right technology stack. We decided on using Flutter, which helps in creating a consistent user interface across different platforms.
2. Main Features: The core functionalities of the app include:
   * Boat Listings: Displaying various boats with details like type, capacity, length, power, and year.
   * Booking: Users can choose a boat, select dates, and proceed with booking by providing contact information.
   * Map Integration: Using the Google Maps API to show relevant markers and boat locations.
3. Testing and Refining: After developing the main features, user testing is carried out to gather feedback, allowing us to refine the app’s usability.

**Plugins and APIs:**

1. Google Maps Flutter: This plugin integrates Google Maps into the app, allowing users to see boat locations and related markers. The map is not working, since it displays a text saying my macOS does not support google maps. It’s commented from the code.
2. Intl: Provides internationalization (i18n) support for handling different date and time formats, ensuring consistency when displaying booking dates.
3. Flutter Material: This built-in package provides essential components for UI design, such as buttons, text fields, and navigation elements.
4. Navigator: Helps in navigating between different pages of the app, such as from the home screen to the boat details page and then to the booking page.

Timeline:

1. Week 1: Initial setup, design creation, and choice of tech stack (Flutter).
2. Week 2: Developing the core features, including boat listings, booking, and map integration. Begin initial testing.
3. Week 3: Testing, collecting feedback, refining the app based on feedback, and preparing for launch.

**Submission Requirements:**

1. Design Document: Include all necessary information about the app's design and development.
2. Screenshots: Provide images of the app running on iOS and Android emulators.
3. Code Submission: Zip up the src directory and submit it.