Documentation

Setting environments

The app was implemented for android devices and it wasn't considered each configuration on info.plist from ios devices. Must be necessary to get these configurations ready for the correct app work on ios. For this, it should be considered to set several permissions for location and camera to work this app on these devices.

iOS location:

```
<key>NSLocationWhenInUseUsageDescription</key>

<string>This is the plist item for
NSLocationWhenInUseUsageDescription</string>

<key>NSLocationAlwaysAndWhenInUseUsageDescription</key>

<string>This is the plist item for
NSLocationAlwaysAndWhenInUseUsageDescription</string>

<key>NSLocationAlwaysUsageDescription</key>

<string>This is the plist item for
NSLocationAlwaysUsageDescription</string>
```

iOS camera:

```
<key>NSCameraUsageDescription</key>
<string>Your own description of the purpose</string>
```

Tested

The app was tested on android Pixel 2 API 30 and Pixel 5 API 29 simulators. In other android devices could appear some unexpected issue.

Workarounds

- It was used a deprecated camara library where it is working but there is a value property warning because on react native is deprecated this kind of properties and it was modified the native library to work it.

- It wasn't used modals or alerts pop ups, therefore, there are some delay problems or issues that it aren't alerted for the user.
- The errors aren't managed for the user know if he had a mistake or it's an app problem