

PREREQUISITES

Software Requirements:

Platform Requirements:

- Flutter SDK: Install Flutter for cross-platform app development.
- Dart Programming Language: Utilize Dart for coding the application logic.
 - Integrated Development Environment (IDE): Use preferred IDEs such as Visual Studio Code or IntelliJ IDEA for coding and debugging.
 - Version Control System: Utilize Git for version control to manage codebase changes effectively.

Flutter Packages:

- provider: For state management within the application.
- sqlite: For local storage and database operations.
- http: For making HTTP requests to fetch data from remote servers.
- flutter_local_notifications: For displaying local notifications to users.
- charts_flutter: For visualizing data using charts.
- camera: For integrating camera functionality if required.
- path_provider: For accessing filesystem paths.
- intl: For internationalization and localization support.
- shared_preferences: For storing simple data in key-value pairs persistently.

- flutter_spinkit: For displaying loading spinners or indicators. Firestore Integration:
 - Firestore Account: Set up a Firestore account to utilize Firestore services for various functionalities like real-time database, authentication, cloud messaging, etc.

Hardware Requirements:

Computer

- Processor: Intel i3/i5/i7/i9 or equivalent AMD Processor.
- Memory: 4GB RAM minimum, 8 GB or more recommended.
- Disk Space: Minimum of 5 GB free disk space, SSD preferred.
- Operating System: Windows (7 SP1 or later), macOS, or Linux.

Mobile Devices (for testing)

- iOS: iPhone or iPad running the latest iOS version.
- Android: Android phone or tablet with a recent Android version.