System Requirements For 'FloodGuard' App

1. Development Environment

- **Operating System:**
  Windows, macOS, or Linux.
- **Software:**
  - Flutter SDK: Minimum version 3.0.0.
  - [Android Studio](#) or Visual Studio Code (with Flutter and Dart plugins).
  - Git (for version control).

2. Hardware Requirements

- **Processor:**
  Minimum dual-core processor (Intel i3 or equivalent).
  Recommended quad-core or higher.
- **RAM:**
  Minimum 8 GB. Recommended 16 GB for smooth operation.
- **Storage:**
  Minimum 10 GB of free space to install Flutter SDK, Android Studio, and emulator system images.
- **Graphics:**
  A dedicated GPU is recommended for faster rendering in emulators.

3. Dependencies

Your app uses the following Flutter packages. Ensure these are added in your pubspec.yaml:

```
dependencies:
flutter:
      sdk: flutter
 geocoding: ^2.0.5
 http: ^1.0.0
 connectivity_plus: ^2.4.2
 font_awesome_flutter: ^10.4.0
 flutter_spinkit: ^5.1.0
```

4. **Mobile Device Requirements (for testing)**

- **Operating System:** Android 7.0 (API level 24) or higher.
- **Storage Space:** Minimum 100 MB free.
- **Internet Connectivity:** Required for weather data retrieval.

5. API Keys

- OpenWeatherMap API: Ensure you have an API key for weather data integration.

6. Optional (for additional testing)

- A physical Android device (USB debugging enabled) for on-device testing