## System Requirements For ‘FloodGuard’ App

**1. Development Environment**

* **Operating System:**  
  Windows, macOS, or Linux.
* **Software:**
  + Flutter SDK: Minimum version 3.0.0.
  + [Android Studio](https://developer.android.com/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