Changes
- Uncommented a few lines of code that were needed for camera access to scan qr codes (located in the viewWillAppear function in the QRScannerViewController file).
  - Note: do not worry about the purple warning that this produces, it does not actually affect how the app behaves.
- Removed the broken qr scanning feature within settings.
- Replaced the broken map sidebar function with a scan qr code function to allow for subsequent qr scans (after the first one when you first open the app).

Future changes
- APN's! Go to bottom of App Delegate file in Xcode to see initial work on this. Currently, we can simulate an APN that we manipulate in the first.apn file within Terminal (macOS equivalent of Windows Command Prompt / Powershell). Edit the file by typing nano first.apn, then edit it, then press the following: control + x -> Y -> Enter -> the xcrun command found in the comments on App Delegate, then Enter again. This will notify the simulator.

We were most recently referencing this:
https://www.kodeco.com/11395893-push-notifications-tutorial-getting-started#toc-anchor-011

This may also come in handy
https://silentinfotech.com/blog/how-to-automate-ios-push-notification-with-firebase-cloud-messaging/