Various forms of technologies will be used to develop the NavUP system.

1) Web backend API, use AJAX as a form of communication to be used for information retrieval from the server once the device requests information from the server
2) Node can be used server side in replacement of the Apache from the AMP stack for a more dynamic server side request feel.
3) JS will be used in place of php to better work with Node
4) Mongo db can be used for database storage

1) System will rely heavily on a wireless connection which will be used to connect to the server locally
2) If no connection is available wirelessly, the mobile connection of the phone can be used to connect to the server

1) Android development can be developed in a Java environment utilising all of the interface elements java can provide for the android operating system developments
2) IOS development can be done through swift to stick to the native operating system environment as closely as possible

1) Libraries can be included from the various programing languages used to relieve some of the tedious coding (such as the built in data structures in Java)

1) Hardware optimisation will be focuses on ARM processors
2) Minimalistic resource use for the amount of RAM present on the system

1) Server needs to have both 2.4 GHz and 5 GHz wireless connection bands
2) Catering for all the various network wireless network protocols to ensure maximum device connectivity
3) Needs to send information relative to transfer rate speed available based on client connection type so that the server does not become a bottleneck