**TECHNICAL CONSTRAINTS**

**Product/Project Title:** Qurb App

**Project Team Members:**

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**General Overview:**

We are planning to use Flutter (Dart) as our frontend and Firebase as our backend technologies respectively. This is our chosen stack.

These two technologies are ideally suited for our product-based solution. Our main reason of choosing Firebase as our backend + database was because we needed a simple but loaded user management and authentication system which Firebase offers. Apart from this, storage is also handled very nicely in Firebase. All of these are key components of a great but simple social media application. On the other hand, Flutter allows us to build very sharp and aesthetically pleasing user interfaces which we aim to incorporate in our application.

**Compatibility:**

Our social media application (Qurb) should be compatible with both iOS and Android devices, making this a cross platform application.

A web version of our social media app might be developed if we have the time to execute it but our main focus remains on mobile devices. If we choose to make a web version, it will be fully responsive web UI which should work on all sorts of screen sizes.

Our App is being developed on an Android test device which has an API level 30 (basically Android 11 version from 2020 onwards). Our App will also be tested on multiple Android devices possessing the same API Level or higher, along with iOS (iPhone) testing too.

**Technically Challenging Features:**

Some features which we might add/are adding to our application which may prove to be technically challenging are:

* Incorporating a satellite-based location tracker to locate your area and movements. Also, adding a Google Maps API might prove to be challenging as well.
* Incorporating real-time messaging between users of our application is a challenging task to implement.
* Integrating real-time reactions and a fast-paced responsive UI is another feature which may prove to be challenging to implement.