

# Run and Track Installation Guide

## Windows/Mac Installation

1. Download the latest version of Android Studio
2. Git clone this repository: <https://github.com/Scottie-Fischer/RunningMan/>
3. Click 'Open an existing Android Studio project'
4. Locate the cloned repository
  - a. Select the 'RunAndTrack' project located in the folder 'RunningMan'
  - b. Open the 'app' folder inside 'RunAndTrack' with Android Studio
5. Download SDK tools for Emulator to work
  - a. Note: Only laptops with Intel processor can run the Emulator. It does not support the AMD processor. Follow the guide for "Mobile Installation" instead.
  - b. Go to the "Tools" tab and click on "SDK Manager"
  - c. Under the "SDK Tools" tab, download:
    - i. Google Play Services
    - ii. Android SDK Build-Tools
    - iii. Support Repository
    - iv. Android Emulator
6. Click Run then 'Run app'
  - a. Create New Virtual Device
  - b. Select Phone Tab
  - c. Select Pixel 1, 2, or 3
  - d. Select 'Q' or 'Pie' API level
  - e. Click 'Finish'
  - f. Select the virtual device created

## Mobile Installation

1. The app is only available for Android Users.
2. Set up the phone development environment:
  - a. Go to "Settings" and tap on "About Device" located at the end.
    - i. In "About Device", scroll down to the end and you will see "Build number" option.
    - ii. Tap on "Build number" option 7 times and you will be notified that the developer options are enabled.
  - b. Go back to "Settings" and tap on "Developer Options".
    - i. Turn on "USB debugging"
3. Follow the steps in "Windows/Mac Installation" except Step 6
4. Now connect your phone to your laptop.
5. Click Run then 'Run app'
  - a. Choose your phone
  - b. Click 'Ok'