

Design Documentation

Overview:

- Feed-It app is a digital integration to the Feed-It physical card game.
- The app is currently native to the Android platform.
- Firebase Realtime Database is employed as the backend system. Since the Firebase platform is deployable to various platforms, Feed-It can be smoothly extended into iOS and Web.

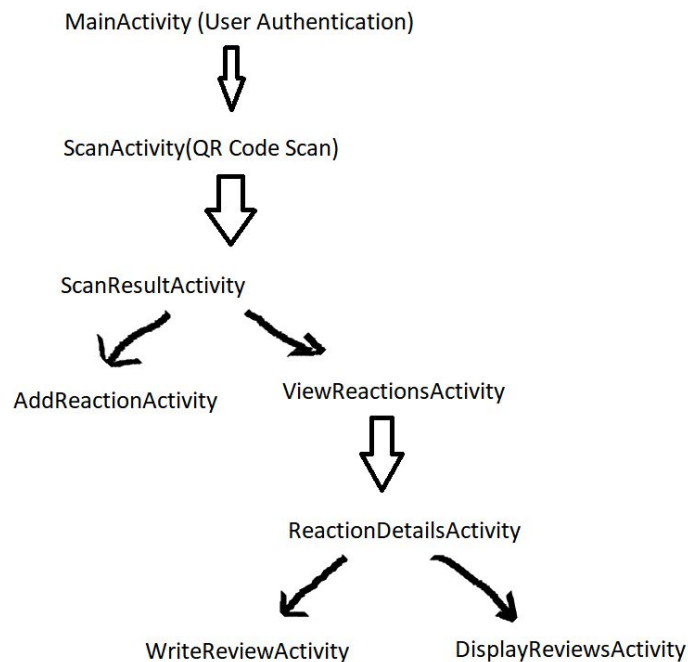
Vision:

Creating an interactive database in which the insights from the Feed-It games can be accumulated and shared with a broad audience. Furthermore, creating a forum-like discussion environment where the educators can comment on and rate each other's reactions to particular situations and share the content they like on various social media platforms.

High-Level Design:



Low - Level Design and UML Class Hierarchy



Compatibility and System Requirements

Minimum Android version requirement for the Feed-it app is Android 5.0 (Lollipop). According to Google's data, as of 9/30/2018, Feed-it can run on 85% of the active Android devices in the market.

Intuitively, Feed-it requires a functional camera and Wi-Fi connectivity. Users will also need to have either a Google or a Facebook account to authenticate themselves in the app.

3rd Party Libraries and Dependencies

- Zxing library for performing QR code scans.
- Firebase realtime database.
- Google user authentication.
- Facebook user authentication.
- Parceler open-source library for (de)serializing JSON objects.

Note: Future developers are encouraged to refer to the build.gradle(Module: app) file for the detailed documentation. This is the file where the dependencies are introduced to the system.

Installation and Setup

Please go the project repository on Github. Find the “Installation and Setup” directory. In this directory, find the “app-debug.apk” file. Download this file on your computer and send it to your phone through USB (in some directory where you can locate it.) Then, on your phone, use the File Manager to locate the file, and tap on it to install the app.