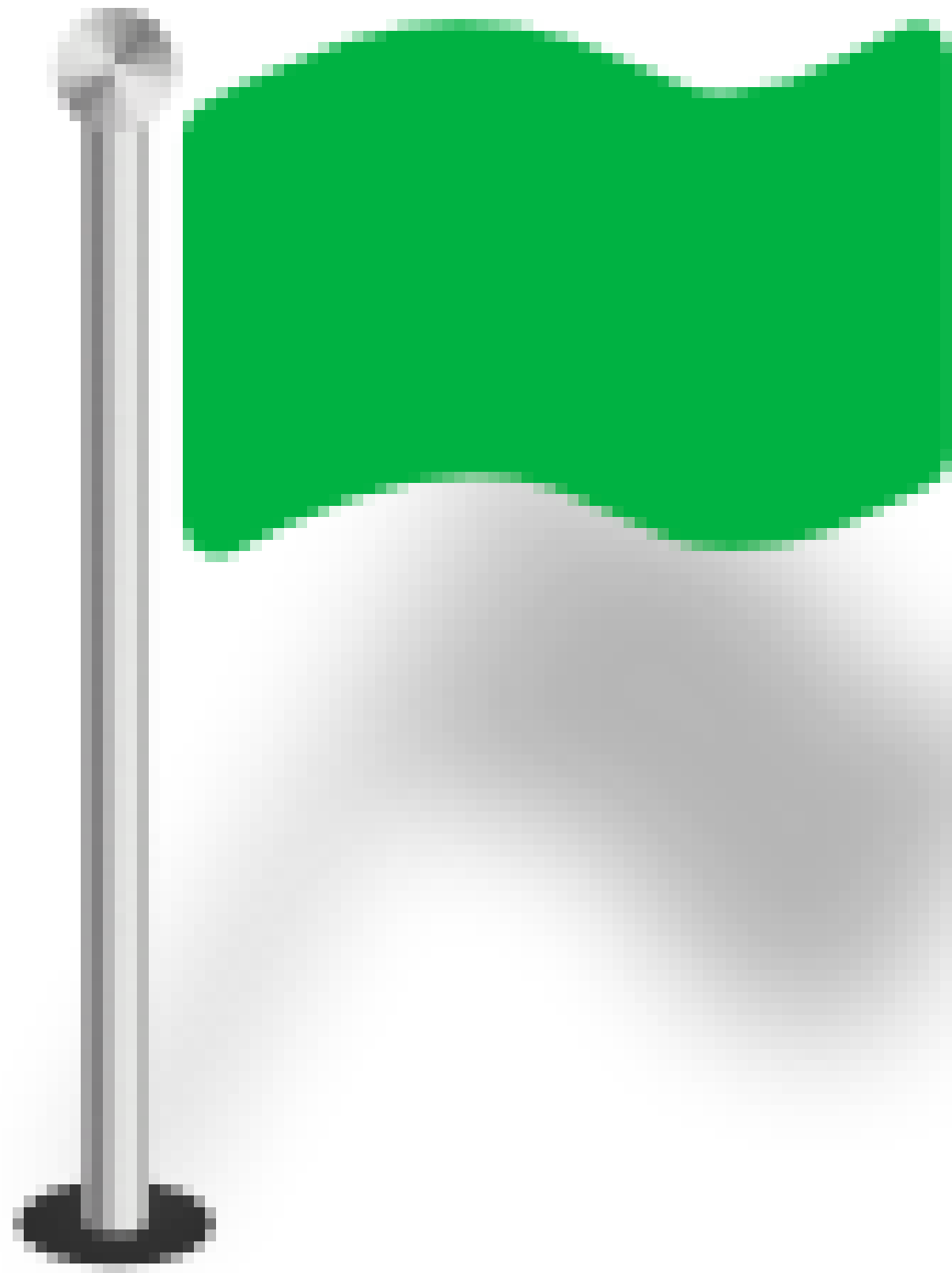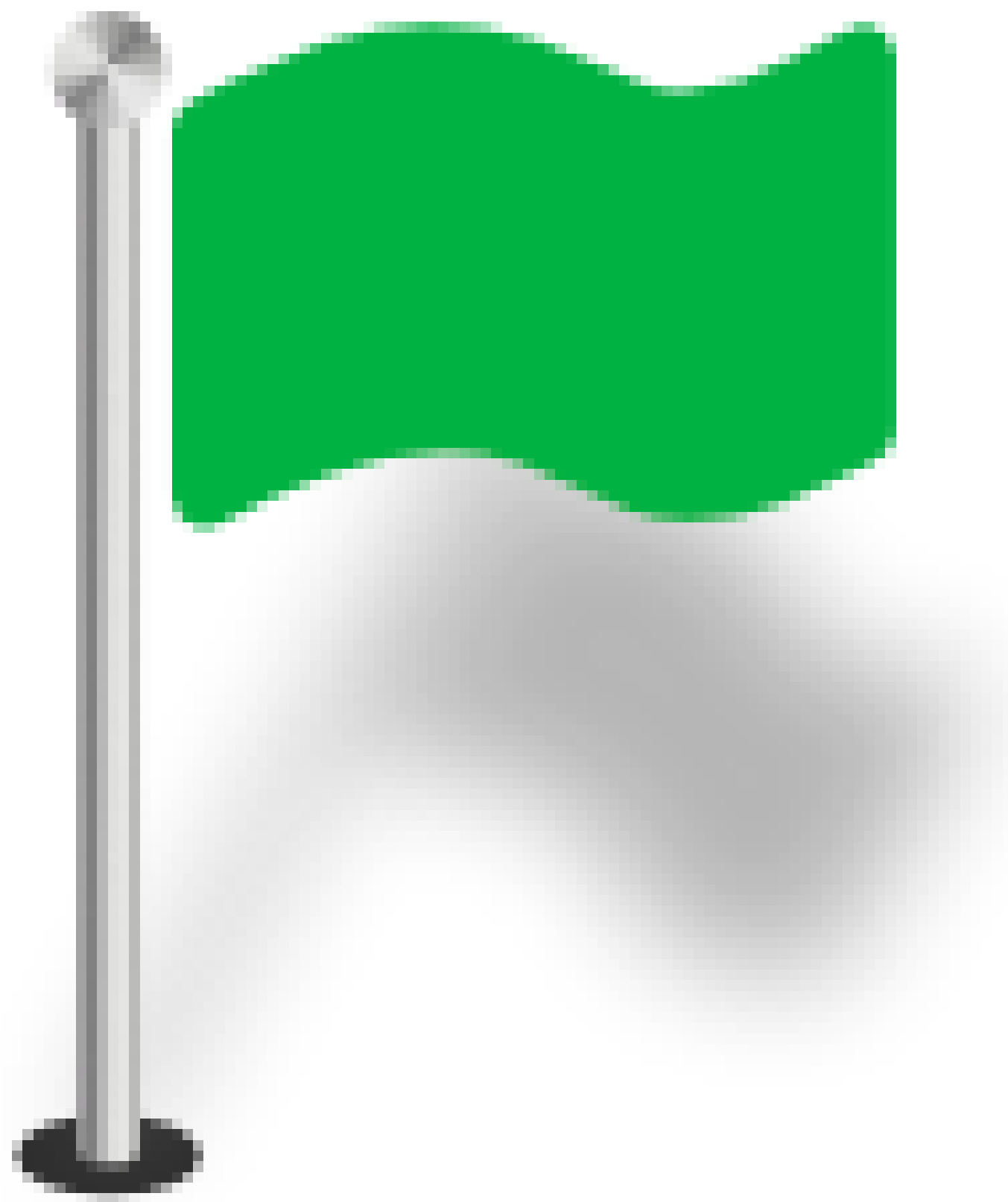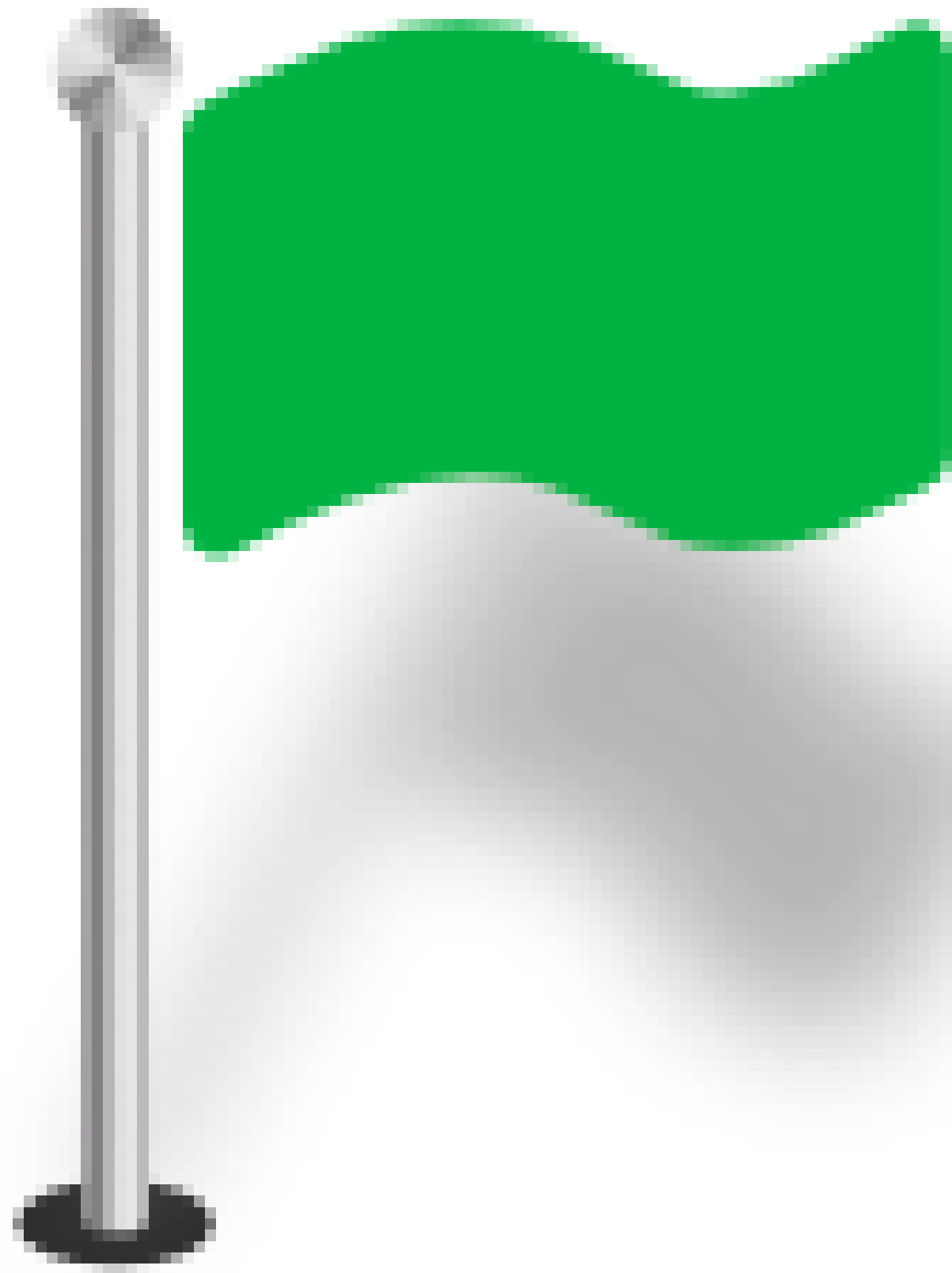# FlagLand

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Introduction

Overview of App

what Inspired the idea

User

MVP

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Tech Choisces :Back End

- MONGODB VS SQL
- HEROKU
- FRISBEE VS AXIOS
- PASSPORT
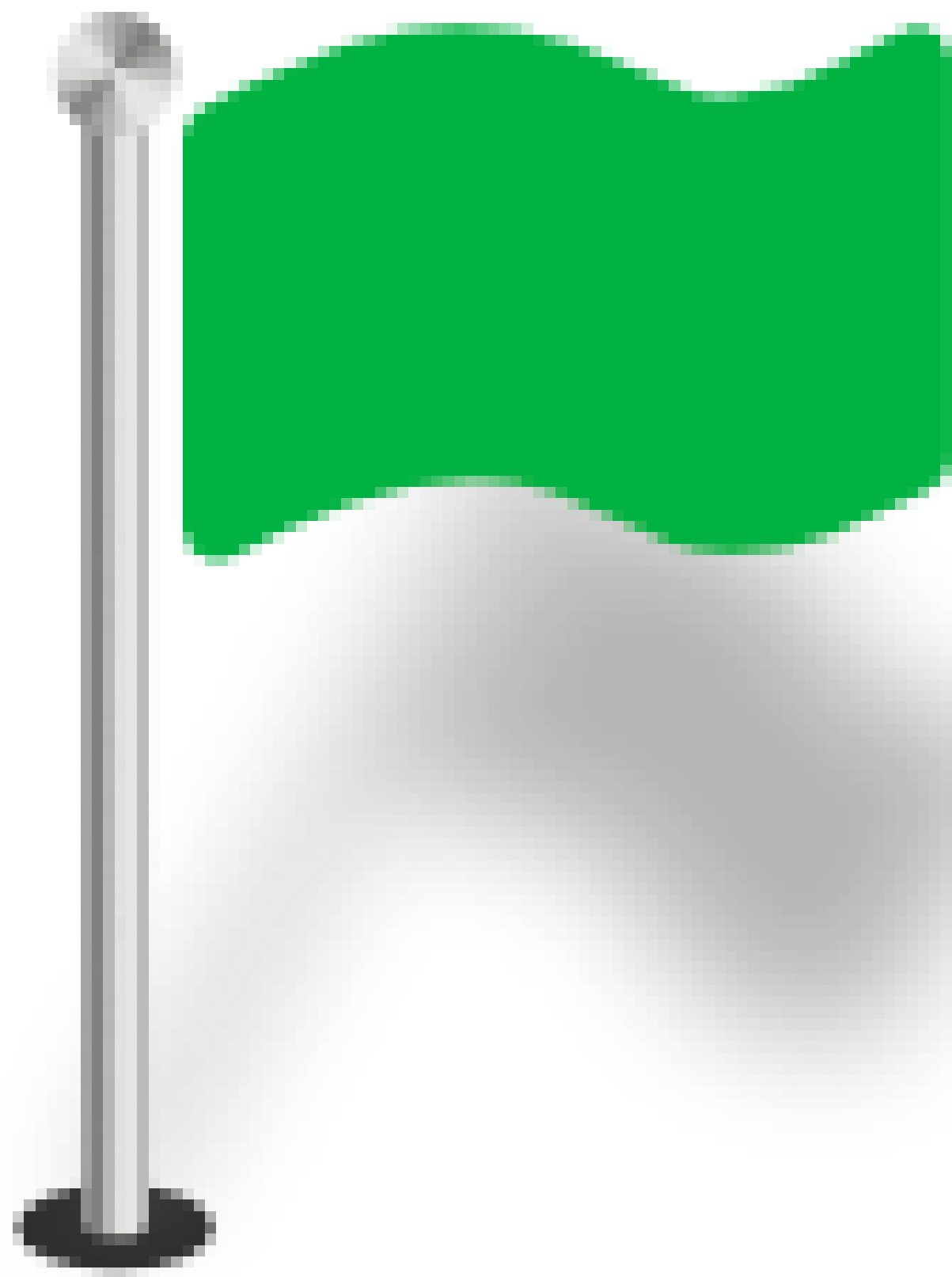- NODE.JS

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Tech Choisces Front End

- REACT NATIVE
- EXPO MULTIPLE API'S
- EASY TESTING WITH SIMULATOR
- PUBLISH
- REACT NATIVE GEOLOCATION VS REACT NATIVE GEOLOCATION

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PROBLEMS

- HOW TO DROP FLAG
- TRACK LOCATION-DRAIN BATTERY
- IF YOU CHANGE LOCATION FLAG DID NOT MOVE
- NAVIGATING AND PASSING INFORMATION
- COULDN'T UPDATE SCORE
- DRAWER
- DEALING WITH ACCURACY
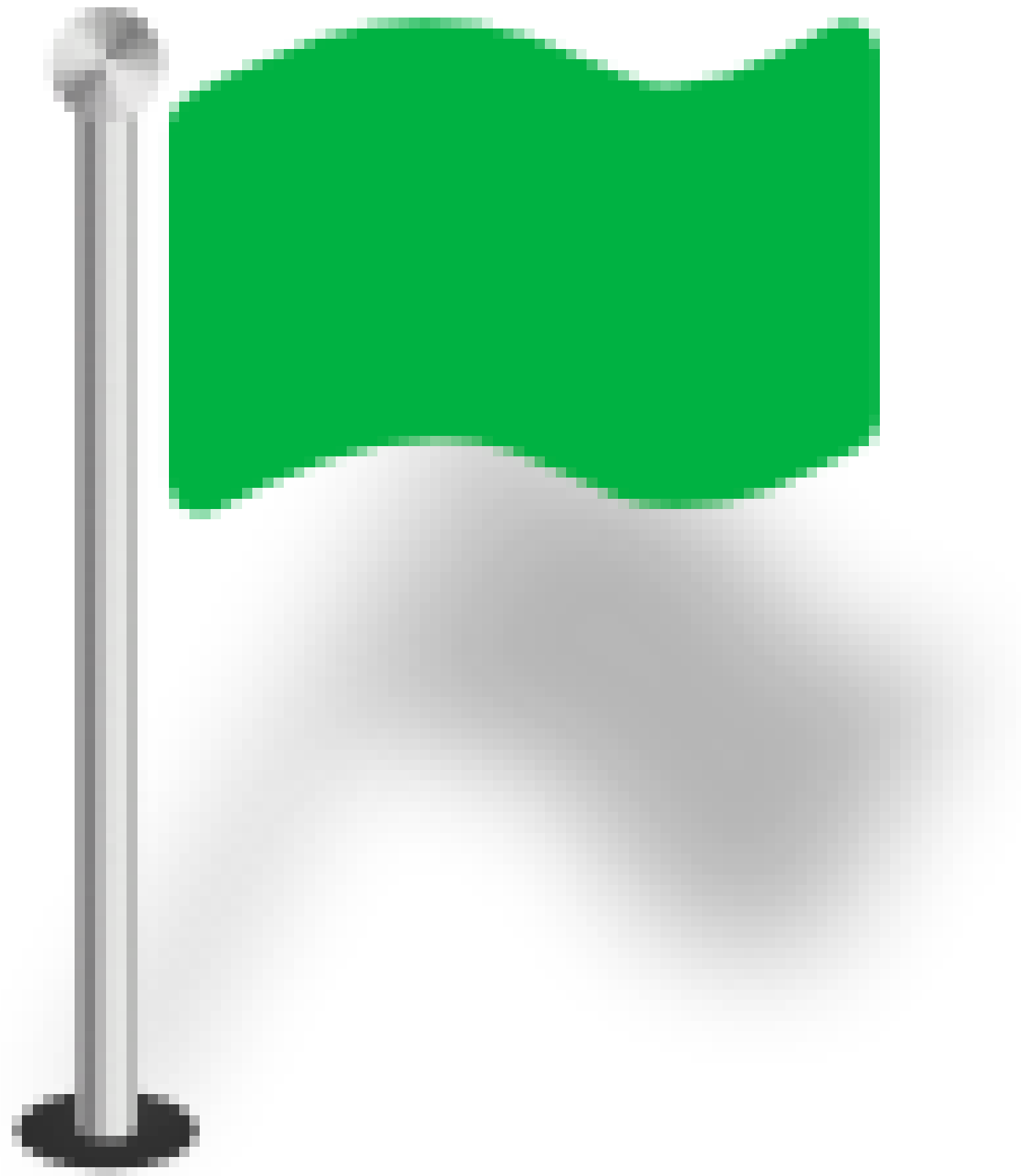
FlagLand

Wishlist

- DIFFERENT FLAG COLOUR
- SEE FRIEND SCORE
- RUNNING MODE/ACHIEVEMENT
- AVOID MOTORWAYS/ROADS/TRAIN STATIONS
- SETUP TEAM - PLAYERS AS ONE GAME
- CUSTOME GAME AREA/CUSTOM PROFILE PIC
- USER CAN CHANGE RADIUS
- ENABLE RE-GENERATION FLAGS
- CAMERA PROFILE -PICS

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How we worked as a Team

- SLACK CHANNEL
- TRELLO
- GITHUB FOR VERSION CONTROL
- DAILY STAND-UPS
- PAIRED-PROGRAMMING

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QR CODE

EXPO LOGIN DETAIL

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