**TECHNICAL SPECIFICATIONS:**

Libraries:

1. GreenRobot EventBus 3.0 (Event bus for Async to Sync events)
2. ButterKnife (Dependency injection) 7.0.1
3. Objectify (persistent data local) 5.1.13
4. Picasso (image manipulation)

Needs	What it Does
Google App Engine	*Stores Data of all games on server, stores all players along with password and additional data via online endpoints.*
Content Provider	*Data is access stored from Google App Engine (See FlowChart)*
Shared Preferences	*Used to store Game Name as well as other small bits of data. (Login details)*
RecycleView / Loaders	*Displays data accessed from online endpoints.*
AppCompat Material Design	*General use of Material Design.*
Google Location	*(optional) help Game Masters find other players in area.*
Google AdMob	*Free version does not allow creation of games. Adds displayed during login and current events screen.*
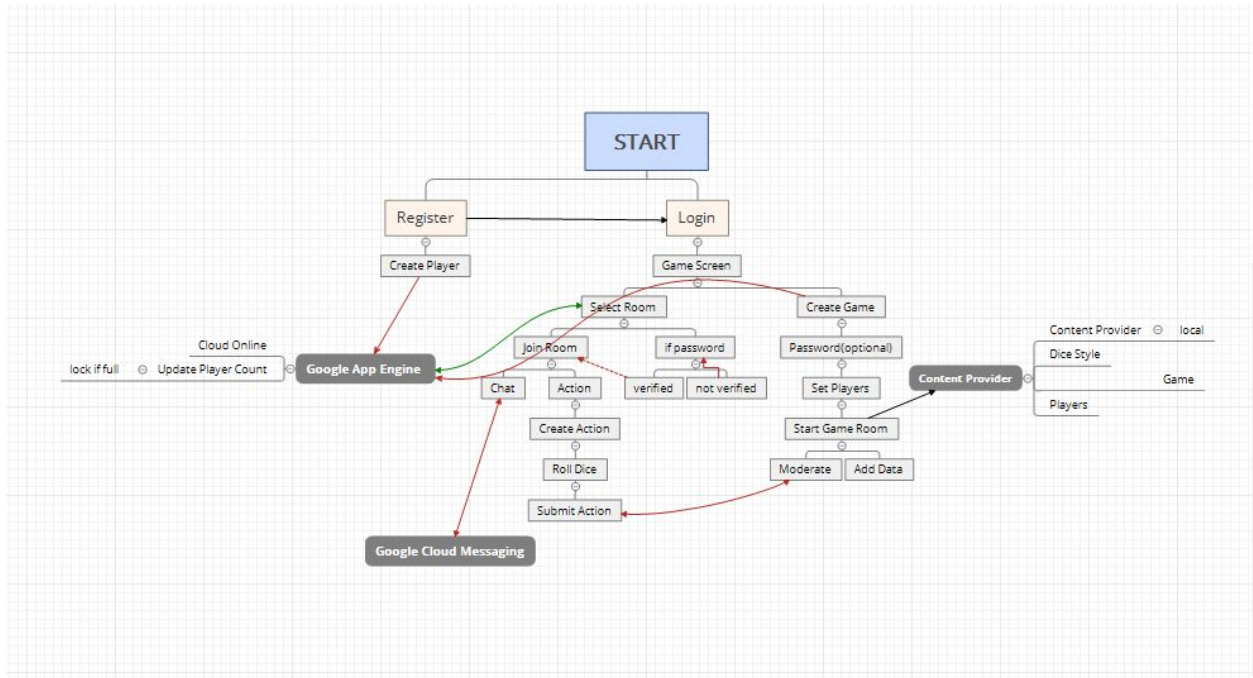
FUTURE:

LWJGL 3.0	*Future use for 3D with animated rolls.*
Google Sign In	*Future use for Sign-in verification via google account.*
***Google Cloud Messaging**	*Future use for instant messaging along with other features.*