

## Anticipated Issues

There are downsides to my proposal above.

1. Building an app will cost time and money regardless of the technology used. Apple and Google both charge fees to be considered an official developer and publish apps to their respective stores. Someone will need to learn react native and build the application (time) or hire someone to do it (money).
2. Depending on users to enter data can easily lead to unreliable and conflicting data. We would need a process in place to validate the data to make sure we have the most accurate data available published. This would be another good use of the Google Maps API.
3. Google Maps would be a great tool to integrate, however, it could become pricey. I think our app would be free to use, which would start us at the standard plan. However, you get a limited amount of API calls for free. As the popularity of the app rises, the more this will cost. Also, integrating and maintaining that integration with a 3rd party api will consume a lot of time. If someone is hired to do this, it will also increase the cost monetarily.
4. Gamification will also cost time and money. The badges will require design and graphic work. We would want these to look good and professional. Integrating them into the app and adding the badge system will increase the complexity of the code. That will be more time in implementation, maintenance, and testing.

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