Name : Payoshni Khekale
Roll No. 29   Class- D15 B

MPL Prerequisites

Problem Statement:

In the current digital landscape, there is a need for a platform that seamlessly integrates visual content discovery with social interaction. Existing platforms often lack a dedicated space for curated visual content, leaving a gap for a solution that addresses challenges such as intuitive content aggregation, personalized curation, social interaction through visuals, user engagement, effective monetization, security, and cross-platform compatibility. The goal is to create a visually immersive and socially connected experience that revolutionizes how users discover, curate, and share content based on their unique interests.

Software Requirements:

1. Flutter SDK: Install the Flutter SDK to develop the app. Flutter provides a rich set of pre-built widgets and tools for building cross-platform apps.

2. Integrated Development Environment (IDE): Choose an IDE such as Android Studio, IntelliJ IDEA, or Visual Studio Code with the Flutter and Dart plugins installed for coding and debugging.

3. Firebase SDK: If you plan to use Firebase services for backend features like authentication, database, and storage, and set up Firebase in your Flutter project using the Firebase SDK.

4. Version Control System: Using a version control system like Git is recommended for managing project's source code.

Hardware Requirements:

1. Computer: A computer running Windows, macOS, or Linux with sufficient processing power and memory to handle the development environment and running the emulator or physical devices.

2. Mobile Devices: For testing the app, you can use physical devices (Android and iOS) or emulators/simulators provided by the respective platforms.