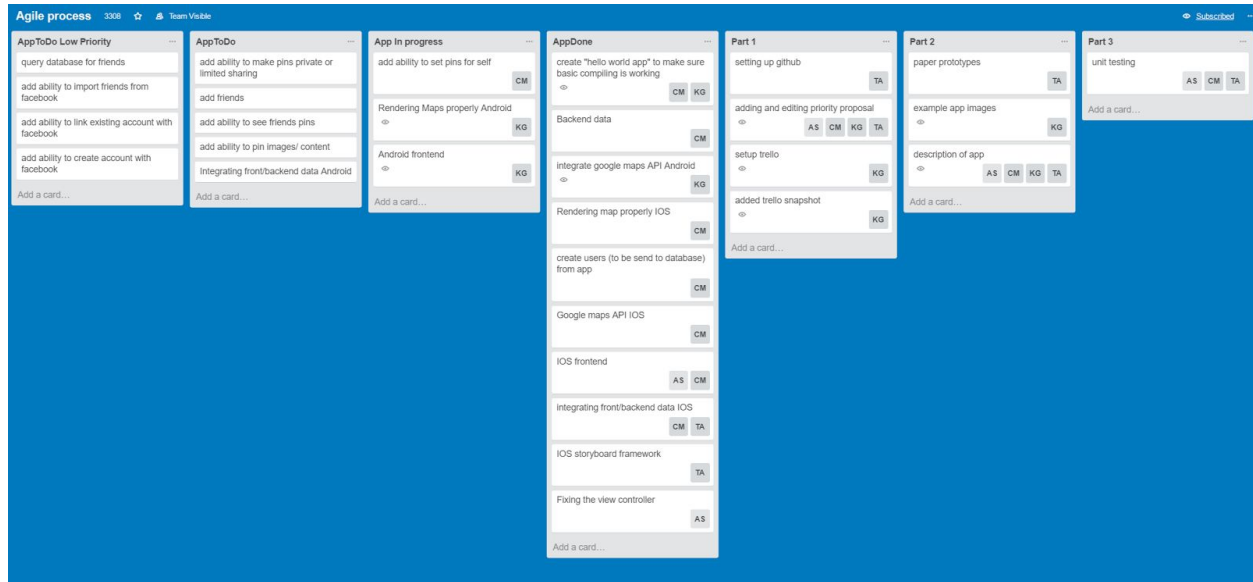


**Title:** Pinned

**Who:** Tyler Albee, Kyle Giacomini, Cody Mattern, Anna Shea

**Project Tracker:** Trello - <https://trello.com/b/gLrBdsLX/agile-process>



**Demo of Build:**

<https://vimeo.com/216086088>

**VCS:**

<https://github.com/tyleralbee/SDMT-Semester-Project>

This contains the majority of our source code. Since our backend is through AWS, most of the source couldn't be downloaded. Anything we could get download is located here:

<https://github.com/tyleralbee/SDMT-Semester-Project/tree/master/AWS>

**User commits:**

<https://github.com/tyleralbee/SDMT-Semester-Project/tree/master/Git%20Commits>

**Deployment:**

<https://www.xamarin.com/>

<https://www.visualstudio.com/>

Everything for the project was built using Xamarin integrated in visual studio or xamarin studio editor. Attempted building on IOS and Android. Only iOS has functionality as of now. In order to build you must have a mac computer. If this is the case open our Pinned solution in our source folder, once loaded run it through the Debugger, which should launch the app in iOS simulator. Provided is a video of the project being built and ran, in case you don't have a mac.

**Auto-Doc:**

Doyxgen - <http://www.stack.nl/~dimitri/doxygen/>

<https://github.com/tyleralbee/SDMT-Semester-Project/blob/master/Docs/html/index.html>