Happy path for a registered user:

1. Registered user logs in using firebase Google authorization
2. They reach the home page which has three tabs
   1. All user-created articles
   2. Self-generated articles
   3. Create a new article
3. Runs through all user articles
   1. Redirected to a new page to read a selected article
4. Selects their own articles
   1. Redirected to a new page to view all created articles
   2. Selects an article and is redirected to an extended view of said article
5. Opts to create a new article
   1. Prompted to enter an article title and/or first line of the article
6. If Google authorization fails,
   1. User is prompted to re-enter username and/or password
   2. After 3 tries, user prompted to create a new account with the app itself

Happy path for a new user:

1. Opens app
2. Prompted to sign in
3. Creates an account in the app or signs up with Google account
4. Is shown a timeline of all user articles organized from most recent to oldest
   1. They can select “my articles” tab which will then prompt them to log in using Google (firebase)
5. Selects an article title to read
   1. Redirected to a new page with the extended article
6. If the user is unable to sign up,
   1. User is prompted to try creating a new account with a different email and/or password

Based on our analysis of our user stories and how we think our app should work, we choose to develop a solution using Flutter. We find flutter to be the right choice because we can develop simultaneously for Android and iOS. The amount of interface detail one gets with Flutter is great for our app since it’s mobile. The use of widgets can also make it easier to understand what our app should look like in its current state; being able to see changes immediately on a simulator is very beneficial for our app.

Another good platform would be Node, but we decided against using Node based on the experience of our team as a whole. We wanted to learn something new and preferred the features in flutter to those in Node. Specifically, seeing real time changes using a simulator.