There is configuration involved in setting up the application for use.

1. I used VS_code to make my application so all the configuration was done there.
2. You must run pubspec yaml to install the modules, libraries and establish the connection to firebase.
3. The SDK must be have the correct path environment setup in environment variables on a windows machine.
4. Ensure that VS_code recognises both your SDK's for dart and flutter
5. Run using the 'F5' key having selected chrome as the default device for it to push to