

# Quick Start

## Download Source Code

You can find the source code here on our GitHub repository:

<https://git.ece.iastate.edu/sd/sdmay25-49>

## Development Tools needed

- Flutter SDK ([Download Here](#))
- Android Studio ([Download here](#))
  - Android Virtual Device
- Git ([Download Here](#))

## How to Use Development Tools

1. Clone the Repository
  - a. Git clone (use link from github)
  - b. cd (project name)
2. Open Android Studio terminal
  - a. cd 'flutterapp'
  - b. Run 'flutter pub get'
  - c. Flutter run

## How to run your project

- Make sure Android emulator is open
  - You can run emulators straight of vsc if you prefer.
  - Run 'flutter run'
    - If there are issues, try any of
      - flutter clean
      - flutter build
      - flutter pub get
    - The app will then spin up
- On the home page, click Start Tracking
  - This will then take you through the calibration process, where there are instructions on what to do
  - After calibration is done, you are able to track a softball
- After finishing with game
  - Click on home to save the game
  - This will take you to the home page, where you can go to stats and see the game stats

App Demonstration Video:

<https://youtu.be/8ePduK2Xhog?si=66TdEsvK5vxKnHU5>