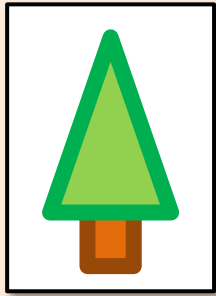


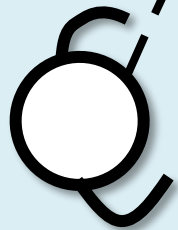
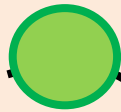
# TREASURE HUNT APP

Jon Frydman, Steven Lee, Eric Leong, HaKyung Yoon

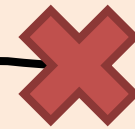
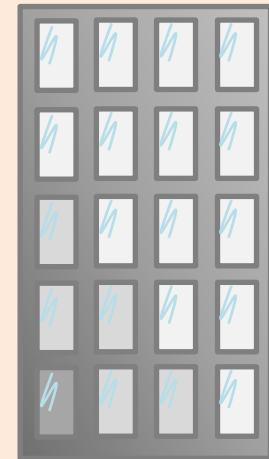
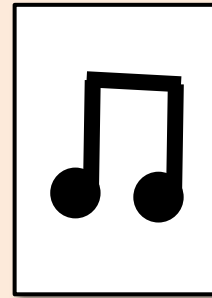
# Hunt



Hint



Hint



# INFRASTRUCTURE DESIGN



**Web Server**



**Smartphone**

**django**

**Frameworks**

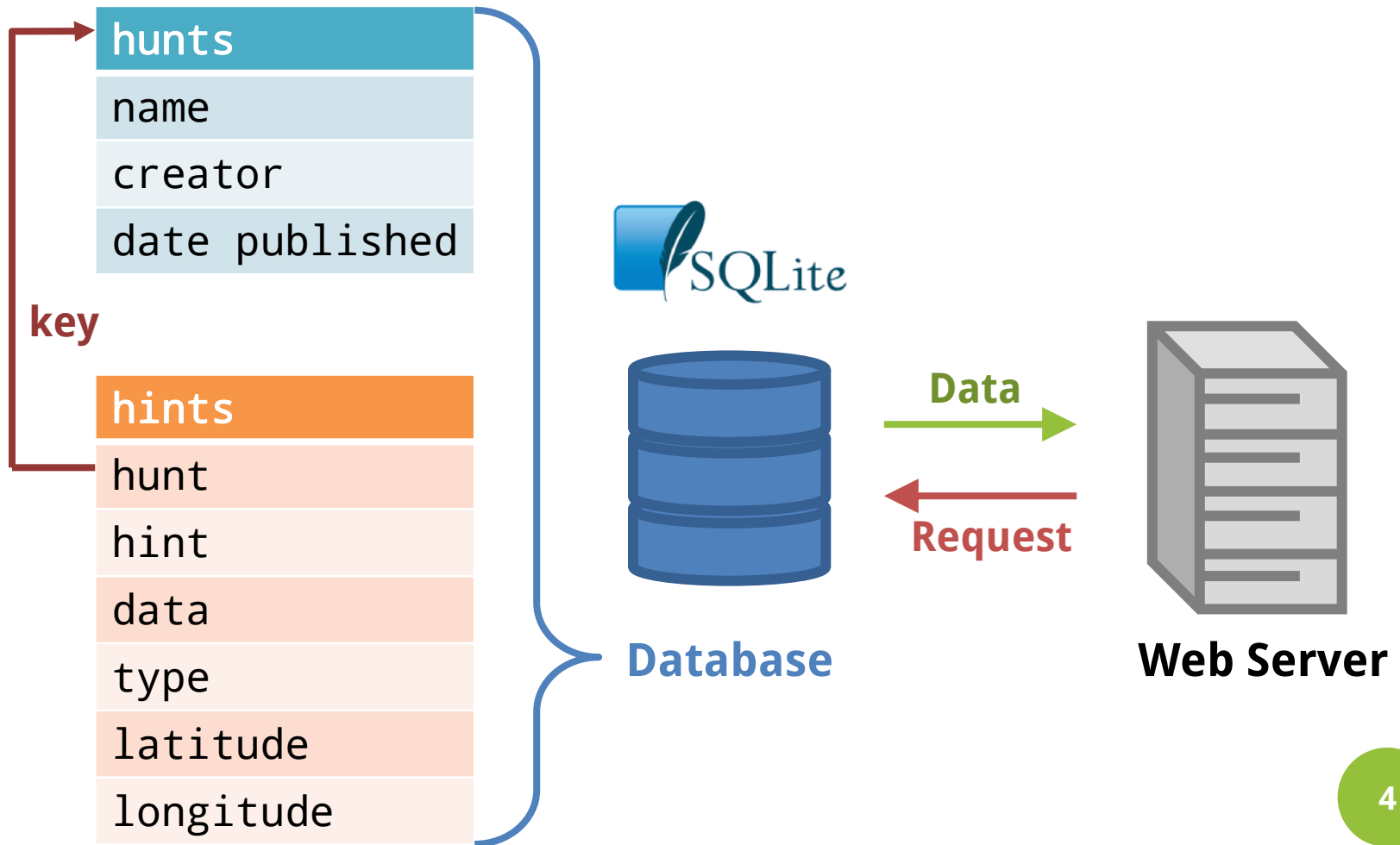
**ANDROID**

 **python™**

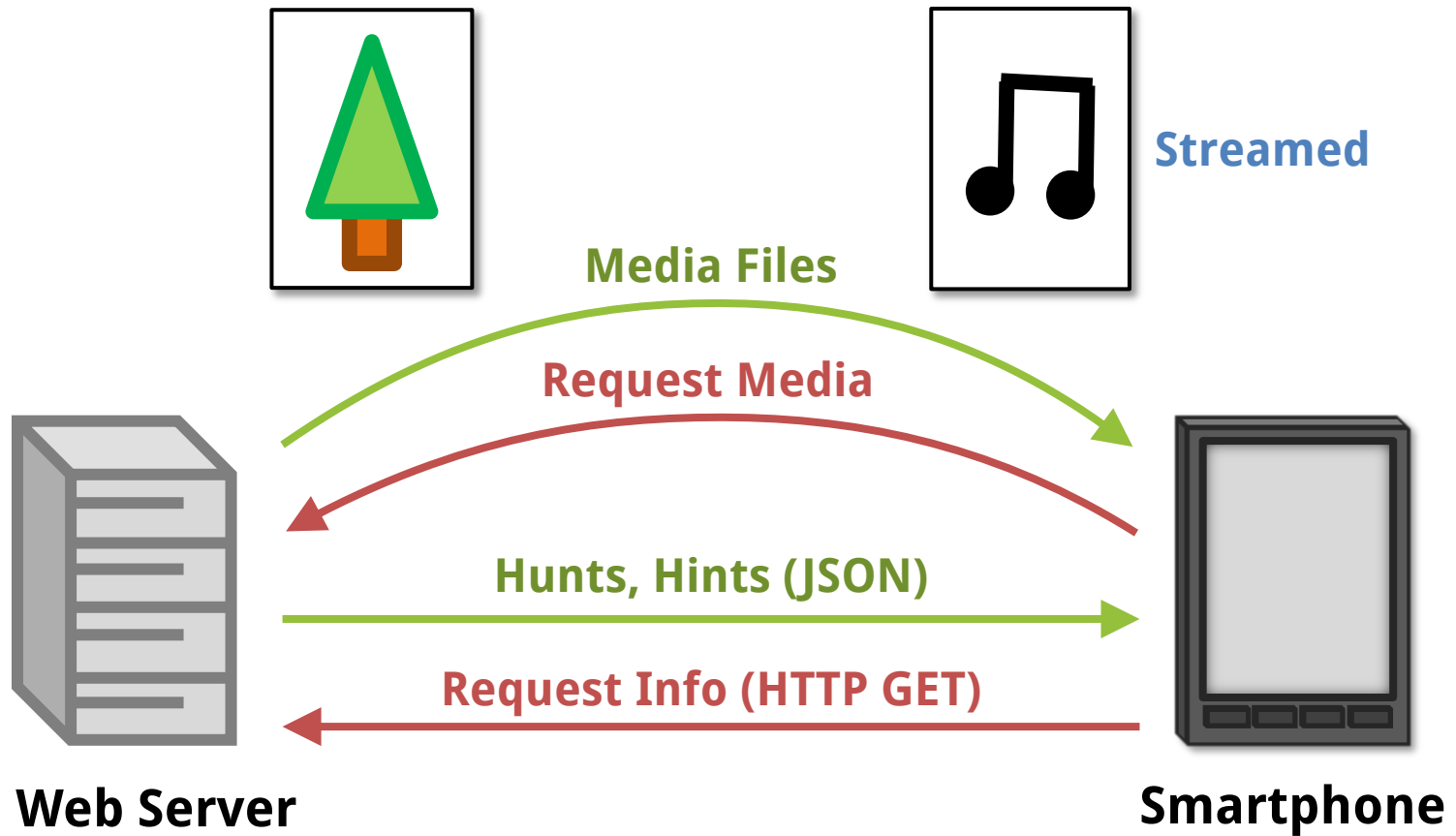
**Languages**

 **Java™**

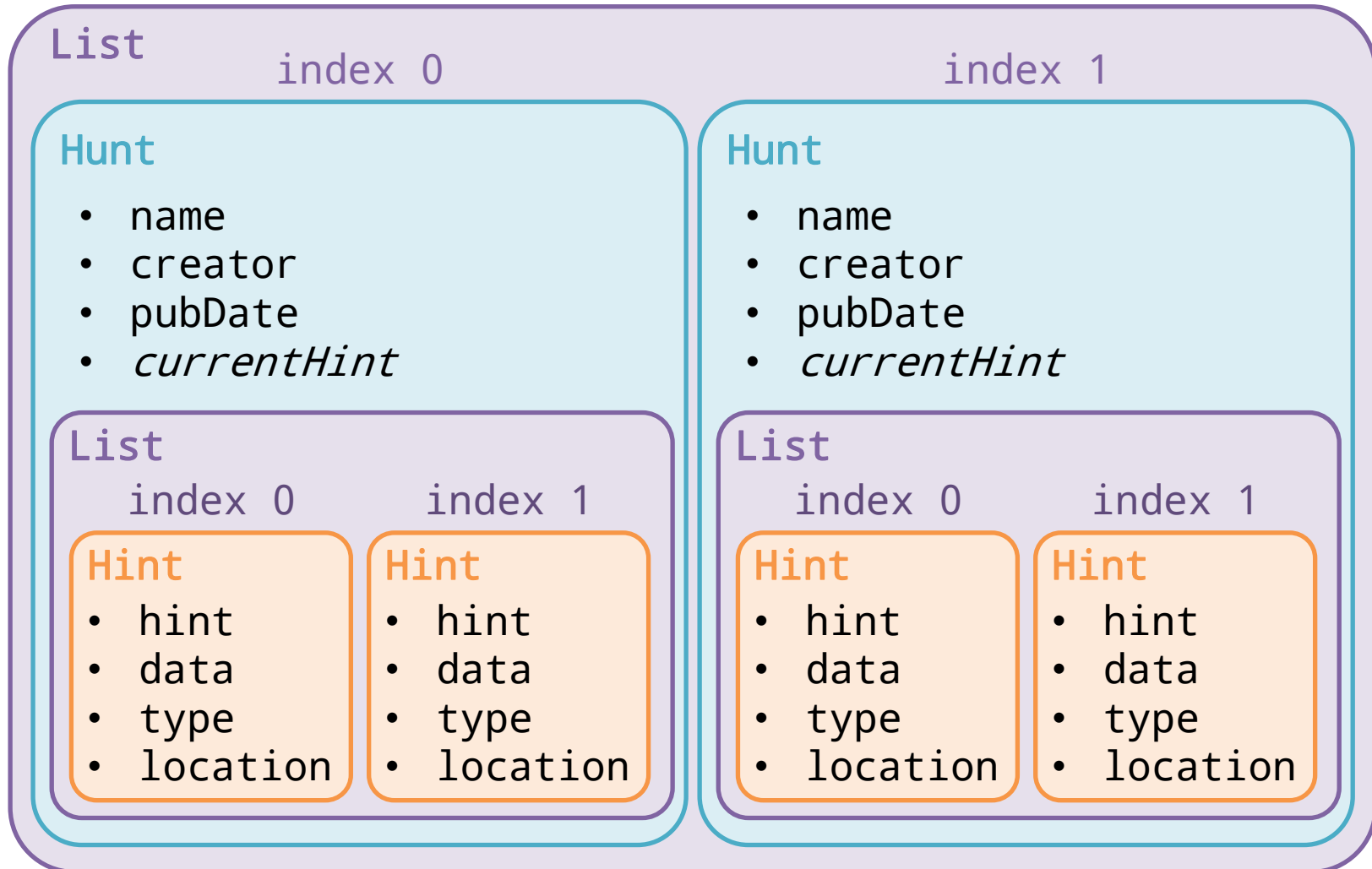
# WEB SERVER DATABASE STRUCTURE



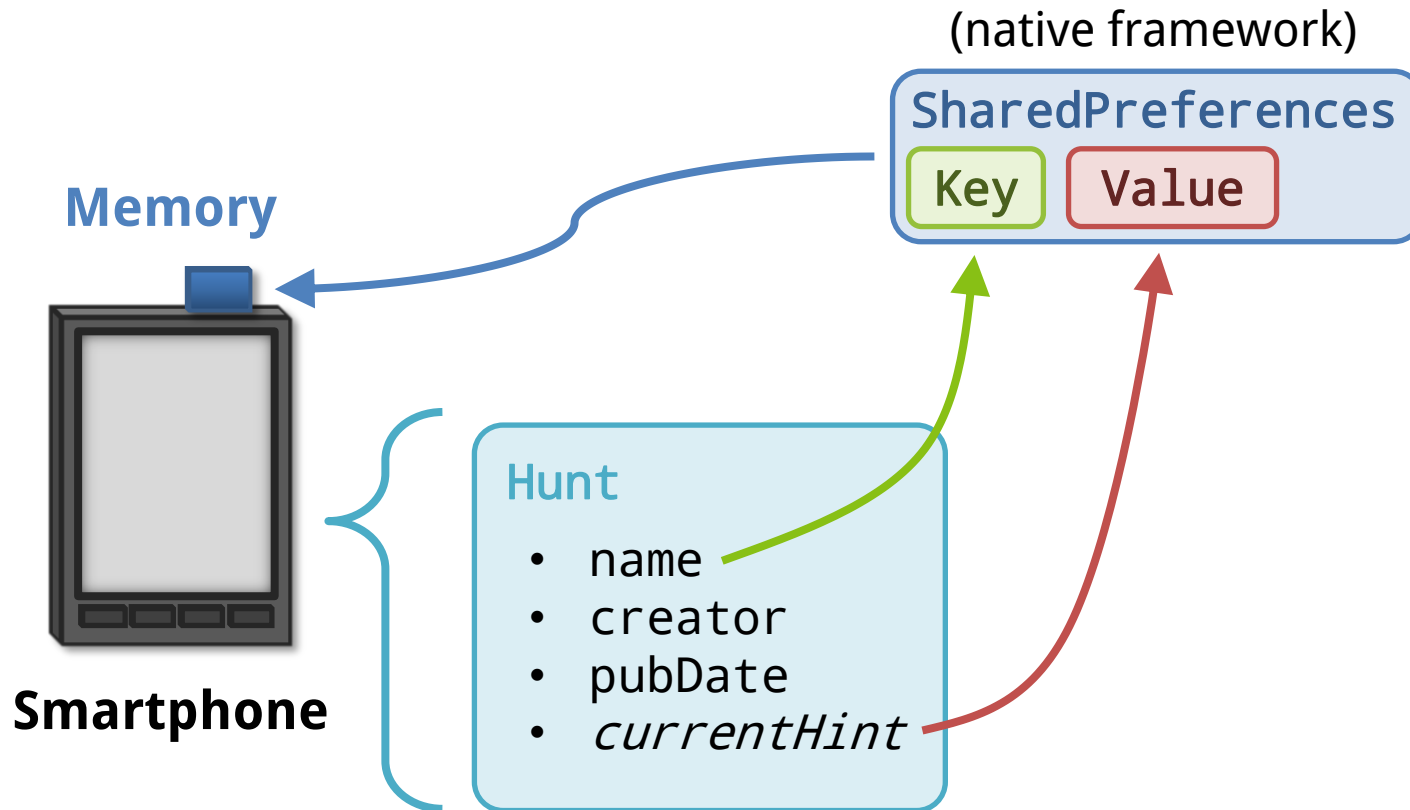
# COMMUNICATION PROTOCOL



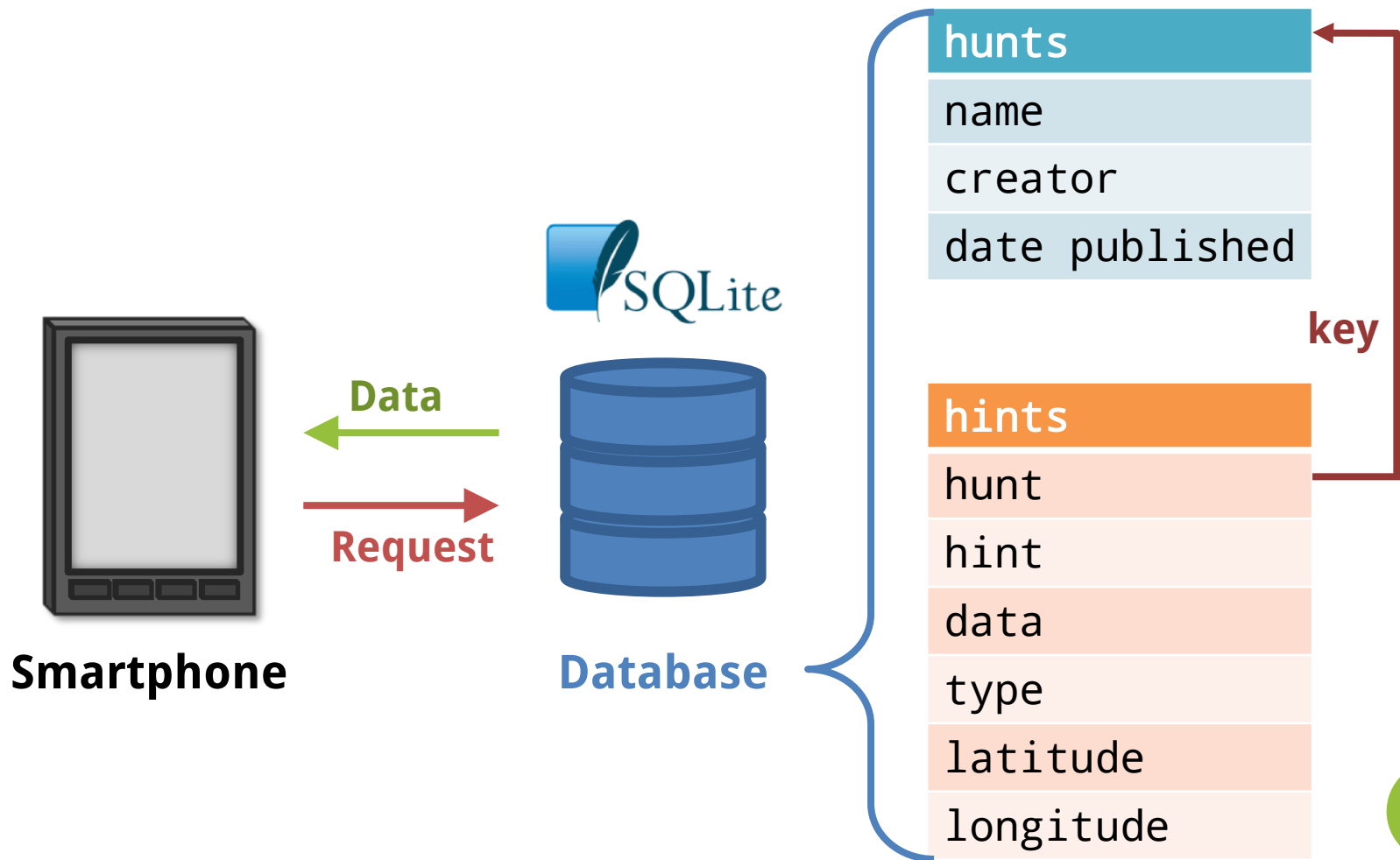
# ANDROID APP DATA STRUCTURES



# STORING PROGRESS ON ANDROID

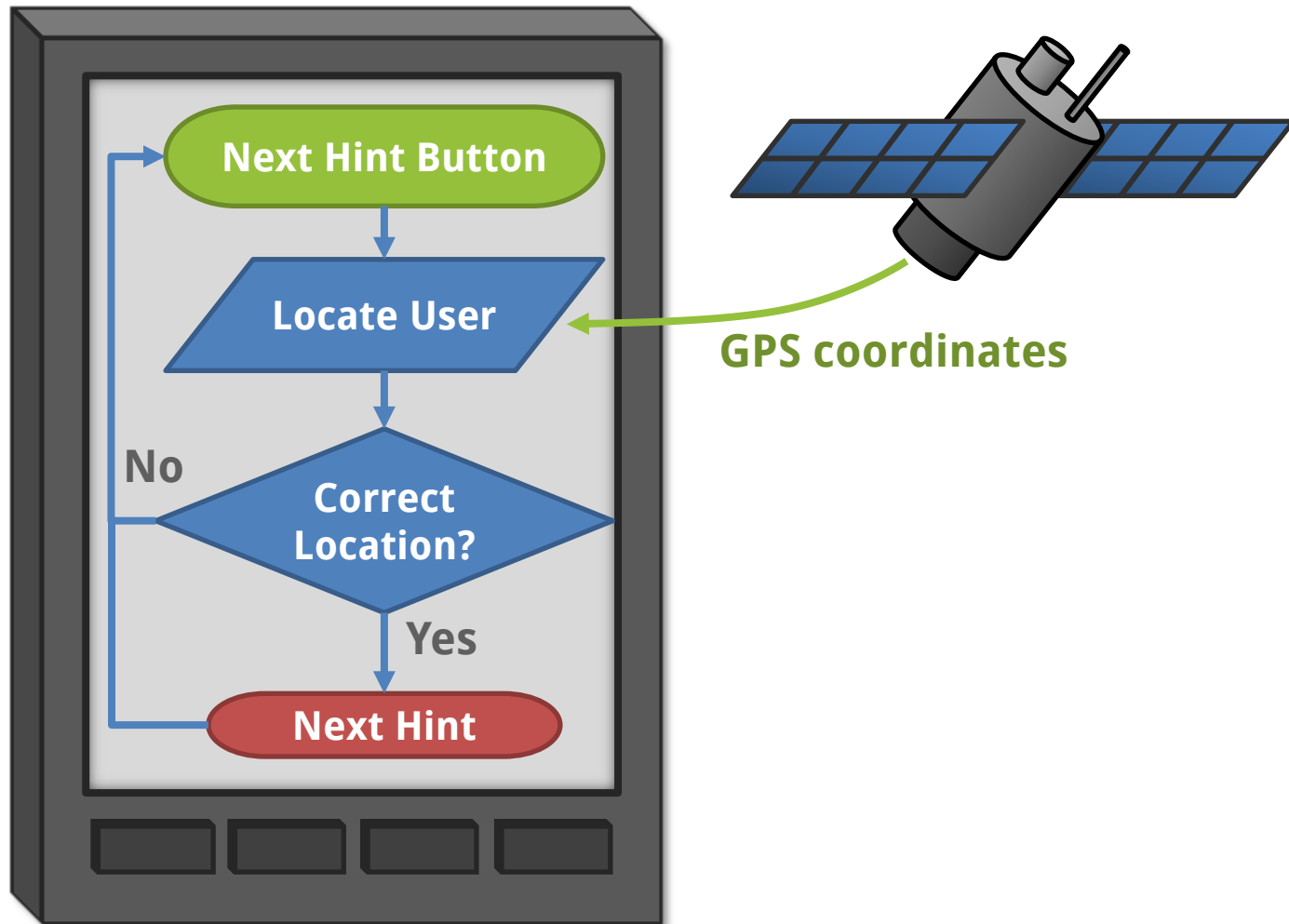


# STORING HUNTS ON ANDROID





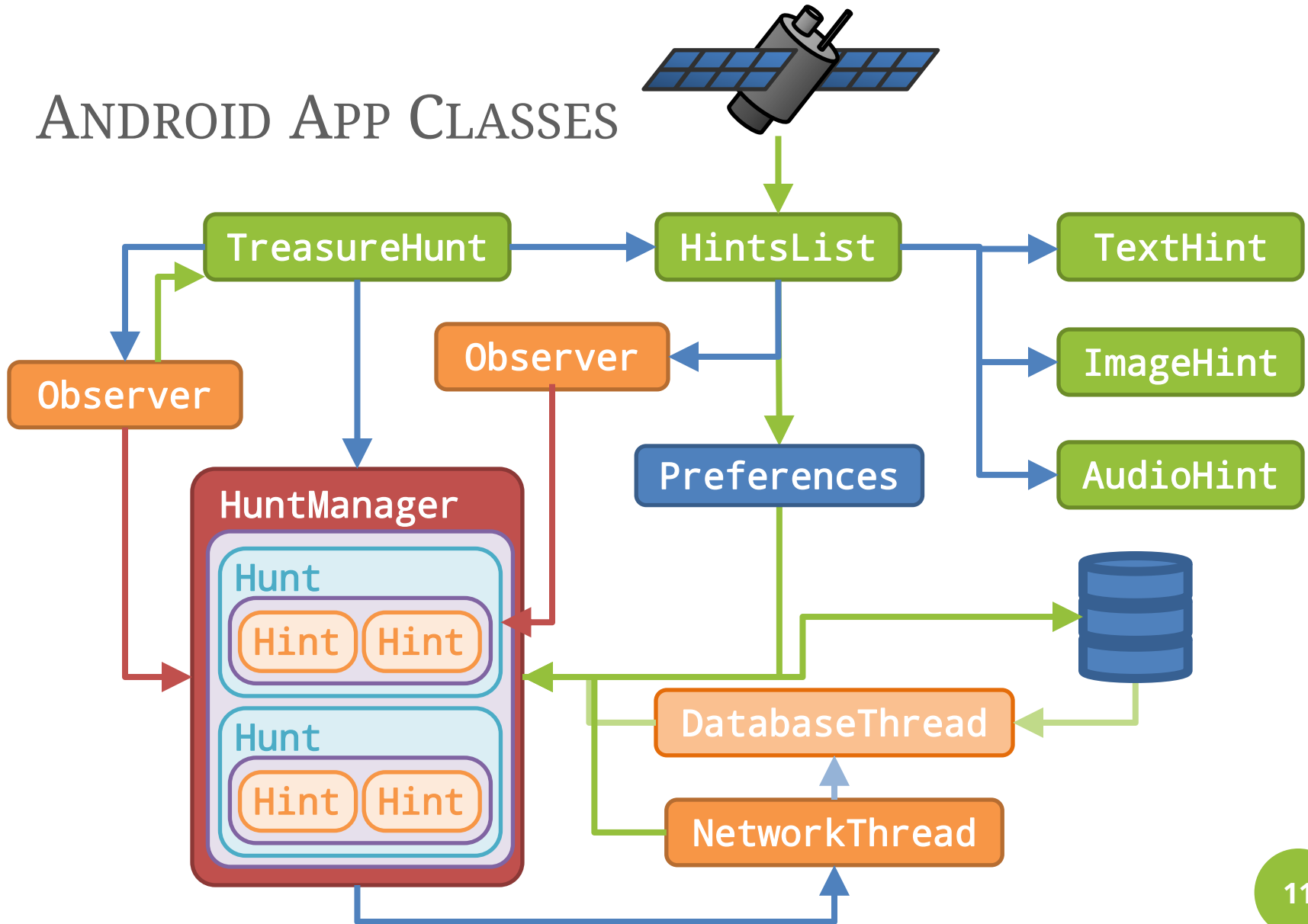
# ANDROID APP LOCATION FLOWCHART



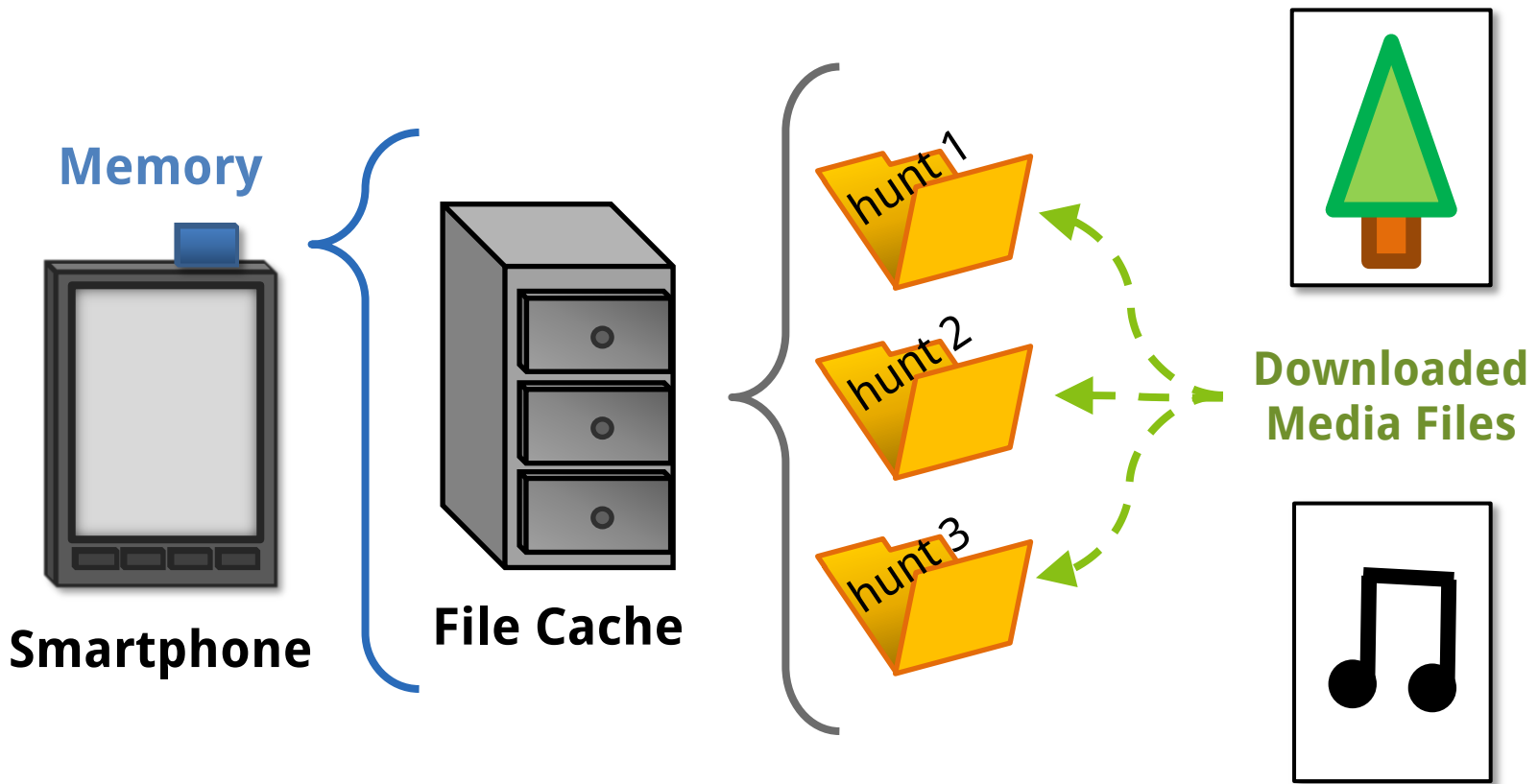
# TREASURE HUNT APP



# ANDROID APP CLASSES



# STORING MEDIA ON ANDROID (FUTURE)



# CREATING HUNTS ON ANDROID (FUTURE)

