Pelican
High-fi Prototype README

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Our prototype was built using Xcode to be executed on an iPhone running iOS 10. It is available as a .ipa file from our website. For devices that have been added to Stanford's provisioning profile, the .ipa file can be installed via iTunes.

Limitations
This is a prototype, and many features that would be present in the final application have been omitted. These include:
- A list view to complement the map view of the "Discover" page, with a searchable, filterable list of solo and group challenges.
- The UI flow to join an existing group challenge.
- Getting points for completed challenges.
- An x-axis with dates for the graphs on the "Progress" page.
- A different "active challenge" page for group challenges, which would show the time and location of the challenge and allow you to chat with the other participants.
- On the "attempt challenge" page (when you tap the arrow on a challenge bubble on the map), a list showing the names and profile pictures of your friends who have completed that challenge.
- An introductory tutorial explaining the design of the app, particularly how to use the discover map.

The application is also built using hard-coded data for the challenges, feed, points, leaderboard, etc. All data will be reset when the application is reloaded. This means that the user's active challenges list will be emptied.