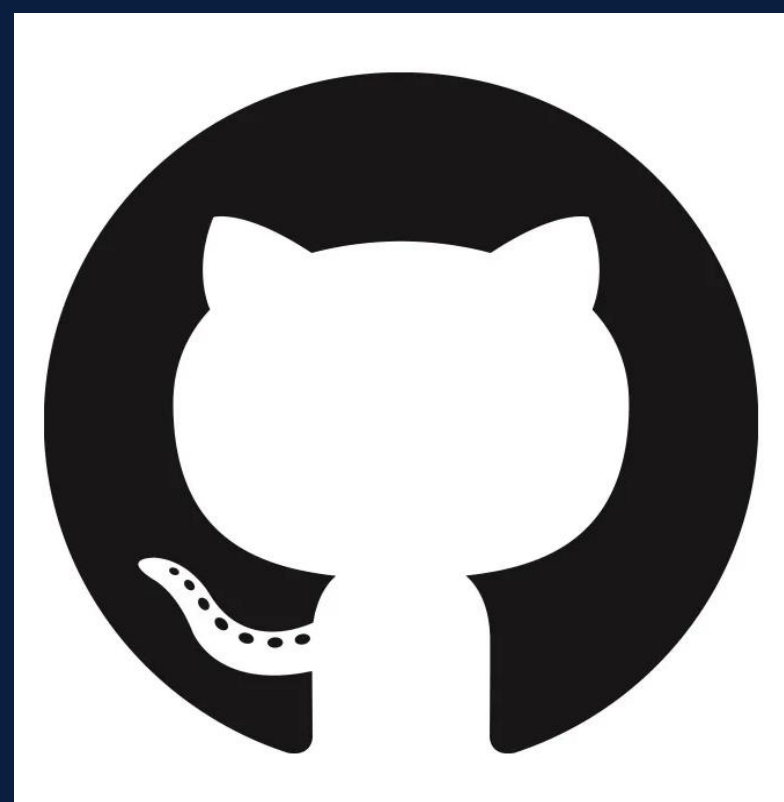
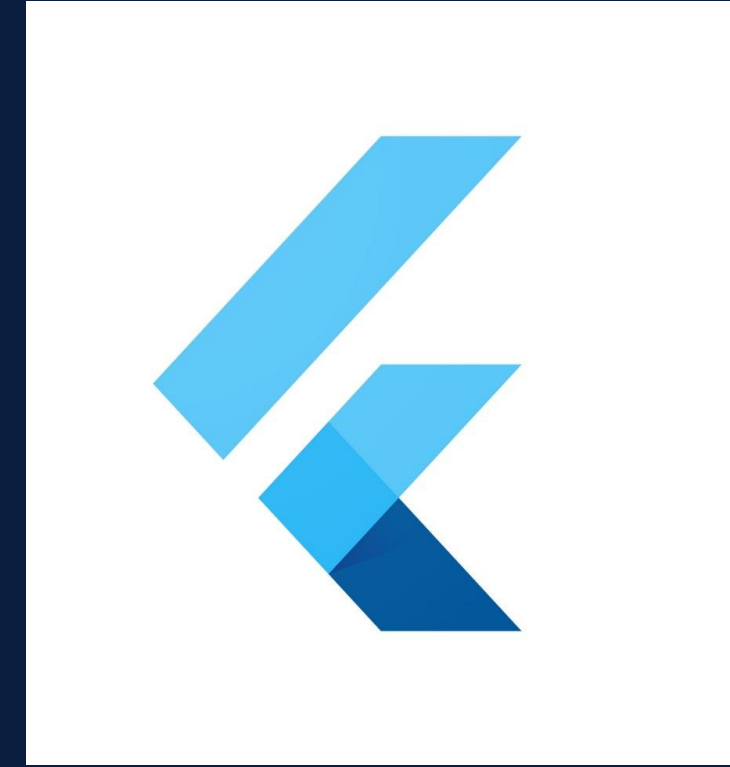
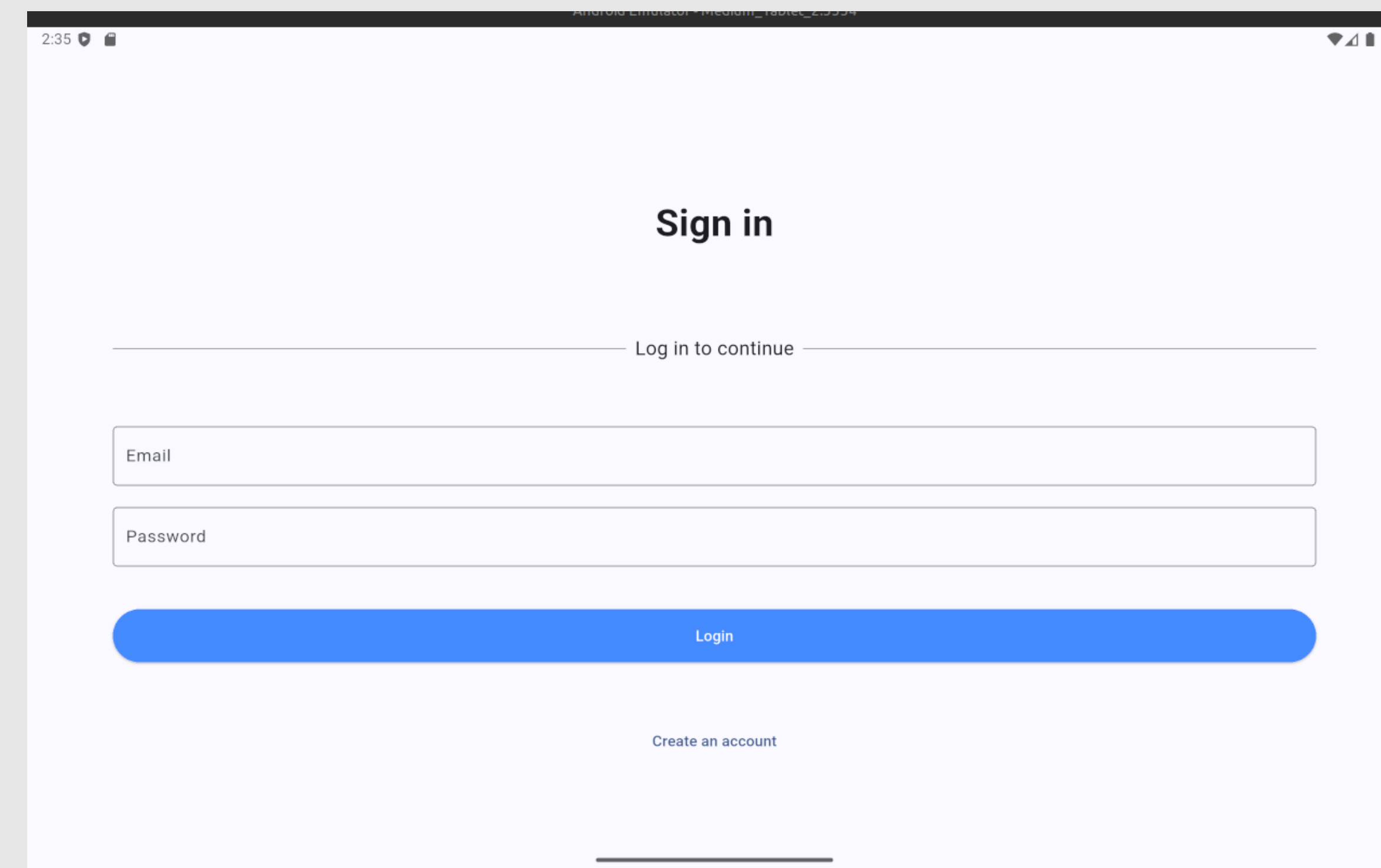




Authentication, Authorization, and Routing

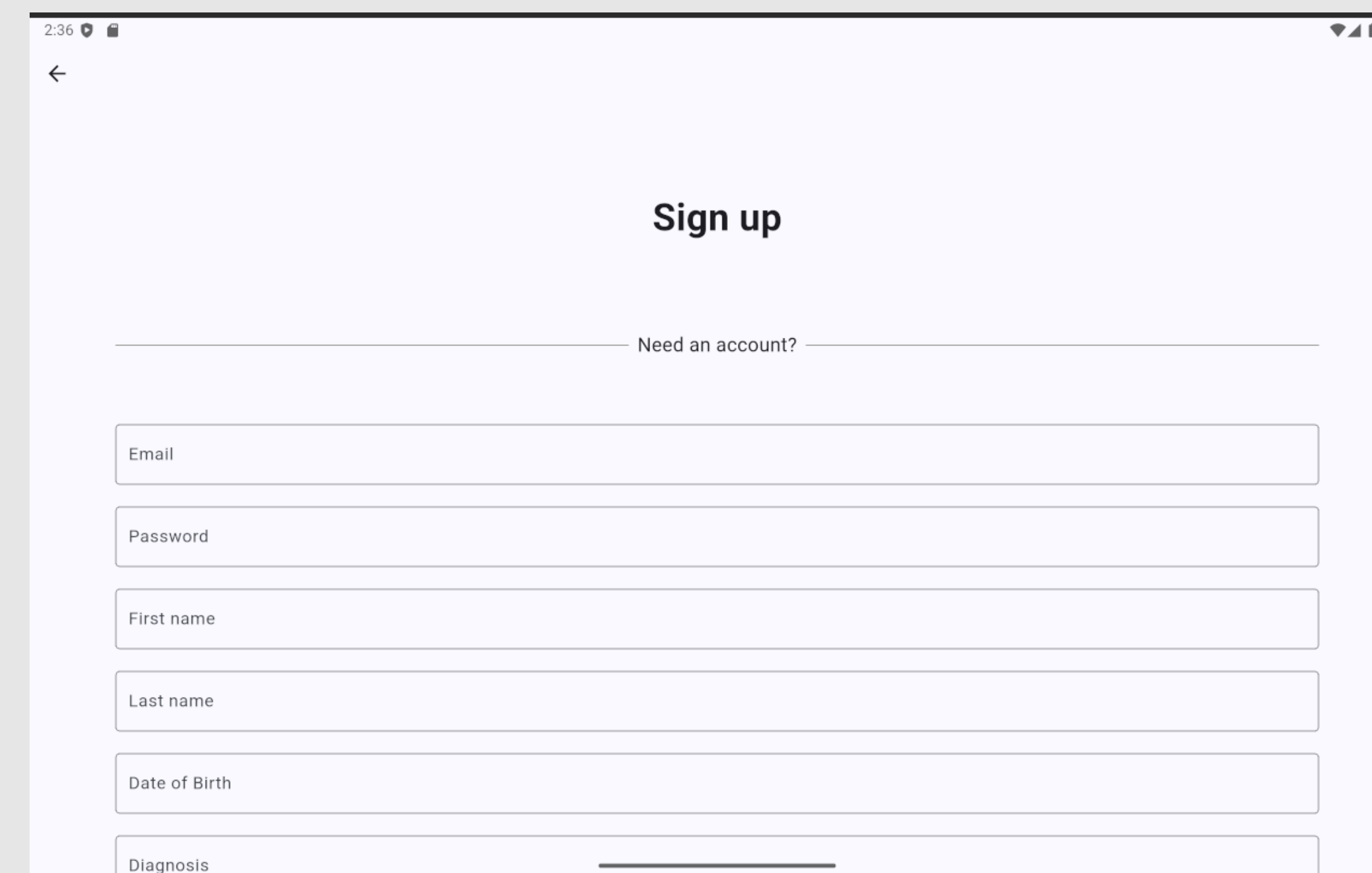
Students: Austin Uwate, Sam Farajzadeh, Carlos Sanchez, Dorreen Vahidiazar

Instructor/Faculty: Professor Seyedmasoud Sadjadi, Florida International University



The login functionality was accomplished using Flutter's built in widgets to provide an animated, seamless interface. It has full functionality with Firebase as the main data store and authentication provider.

It uses SOLID principles to separate each portion into their designated widget classes, providing a maintainable structure for future developers to extend. This ensures future progress without sacrificing extensibility, readability, or maintainability.



The register functionality was accomplished using Flutter's built in widgets and has full functionality with Firebase as the main data store and authentication provider. Once registered, users are provided a token and can continue to the main menu.



The routing functionality was accomplished using *GetX*, a popular routing library in Flutter. The main routing hub is the main menu and provides access to each game after authenticating.

It uses standard SOLID principles to separate the game routing logic in a different class and imports the static list, displaying it for the user. This extensibility allows for games to be added later, as developers would only need to add their new game to the static list for it to be shown on the main menu.