



Faculty of Computer Science & Information Technology

Thesis: E-Sport News and Event Mobile Application in Sarawak

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Thesis: E-Sport News and Event Mobile Application in Sarawak

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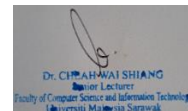
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ABSTRACT

E-Sport is hitting the world with a significant impact upon the work-life situations of people world-wide as well as the specialisation of production and the profits that go along with it. E-sport has a large and prosperous market in Malaysia, particularly in Sarawak. It has great potential since eSports athletes are now considered as Malaysian athletes and not to mention that eSports has been acknowledged as a sport at the SEA Games. In this study, two mobile applications that delivers E-Sport News and Events was created using a mix of Flutter and Firebase technologies. One application for user and another one for admin. The main goal was to develop a prototype that enables users to discover, view and take part in admin-organized E-Sports-related activities. Rapid Application Development Methodology (RAD) was the methodology used, and its stages included collecting user requirements, creating the application interface, going on to the programming stage, and concluding with the implementation stage. Subsequently, the prototype had usability, efficiency, and satisfaction evaluations utilizing a sample of 18 participants for both the user and administrator roles. According to the results of the participant surveys, the application received an overall user rating of 3.07 and an overall admin rating of 3.50, reflecting the participants' experiences with it. Based on the presented findings, it can be concluded that the participants expressed a general sense of satisfaction with the prototype and agreed that it well performed the intended objectives and purposes.

Keywords: E-Sport, Sarawak, flutter, Malaysia, mobile gaming

Tesis: Aplikasi Mudah Alih E-Sukan Tentang Berita Dan Acara di Sarawak

ABSTRAK

E-Sport sedang melanda dunia dengan kesan yang ketara ke atas situasi kehidupan kerja orang di seluruh dunia. E-sukan mempunyai pasaran yang besar dan makmur di Malaysia, khususnya di Sarawak. Ia mempunyai potensi besar memandangkan atlet eSukan kini dianggap sebagai atlet Malaysia dan apatah lagi eSukan telah diiktiraf sebagai sukan di Sukan SEA. Dalam kajian ini, dua aplikasi mudah alih yang menyampaikan Berita dan Acara E-Sport telah dibuat menggunakan gabungan teknologi Flutter dan Firebase. Satu aplikasi untuk pengguna dan satu lagi untuk pentadbir. Matlamat utama adalah untuk membangunkan prototaip yang membolehkan pengguna menemui dan mengambil bahagian dalam aktiviti berkaitan E-Sukan yang dianjurkan oleh pentadbir. Rapid Application Development Methodology (RAD) ialah metodologi yang digunakan, dan peringkatnya termasuk mengumpul keperluan pengguna, mencipta antara muka aplikasi, pergi ke peringkat pengaturcaraan, dan membuat kesimpulan dengan peringkat pelaksanaan. Selepas itu, prototaip mempunyai penilaian kebolegunaan, kecekapan, dan kepuasan menggunakan sampel 18 peserta untuk kedua-dua peranan pengguna dan pentadbir. Menurut hasil tinjauan, aplikasi menerima penilaian keseluruhan sebanyak 3.07 dan penilaian keseluruhan pentadbir sebanyak 3.50, mencerminkan pengalaman peserta dengannya. Berdasarkan dapatan yang dibentangkan, dapat disimpulkan bahawa para peserta menyatakan rasa kepuasan umum terhadap prototaip dan bersetuju bahawa ia melaksanakan objektif dan tujuan yang dimaksudkan dengan baik.

Kata kunci: *E-Sukan, Sarawak, Flutter, Malaysia, permainan mudah alih*

TABLE OF CONTENTS

	Page
DECLARATION	i
ACKNOWLEDGEMENT	ii
ABSTRACT	iii
<i>ABSTRAK</i>	iv
TABLE OF CONTENTS	v
LIST OF TABLES	viii
LIST OF FIGURES	ix
LIST OF ABBREVIATIONS	xii
CHAPTER 1: INTRODUCTION	1
1.1 Study Background	1
1.2 Problem Statement	2
1.3 Objectives	3
1.4 Brief Methodology	3
1.4.1 Requirement Planning Phase	4
1.4.2 User Design Phase	4
1.4.3 Construction Phase	5
1.4.4 Cutover/Implementation	5

1.5	Scope	6
1.5.1	System Environment	6
1.6	Significant of Project	7
1.7	Project Schedule	7
1.8	Expected Outcome	8
CHAPTER 2: LITERATURE REVIEW		9
2.1	Overview	9
2.1.1	eSukan.gg Web Application	9
2.1.2	Strafe Mobile Application	11
2.1.3	SESA Web Application	13
2.2	Summary of the Features on Existing Systems	14
2.3	Brief Overview of Proposed System	17
2.4	Discussion	17
2.5	Summary	18
CHAPTER 3: REQUIREMENT ANALYSIS AND DESIGN DRAFT		19
3.1	Overview	19
3.2	Requirement Analysis	19
3.2.1	Questionnaire	19
3.2.2	Questionnaire Analysis	21
3.2.3	Functional Requirement	27

3.2.4	Non-Functional Requirement	28
3.2.5	Software	28
3.2.6	Hardware	29
3.3	System Architecture and Design – Logical Design	30
3.3.1	Use Case Diagram	30
3.3.2	Use Case Scenario	30
3.3.3	Sequence Diagram	41
3.3.4	Activity Diagram	44
3.3.5	Class Diagram	47
3.4	UI Design	48
3.4.1	User-Side E-Sport Application UI	48
3.4.2	Admin-Side E-Sport Application UI	54
3.5	Construction Phase	58
3.6	Implementation Phase	59
3.7	Summary	59
	CHAPTER 4: IMPLEMENTATION PHASE	60
4.1	Overview	60
4.2	Software Installation and Configuration	60
4.2.1	Android Studio	60
4.2.2	Flutter	61

4.2.3	Firestore	62
4.3	Prototype Design	63
4.3.1	Login and Sign Up – User App	63
4.3.2	Homepage – User App	64
4.3.3	Events – User App	65
4.3.4	All Event – User App	67
4.3.5	Event Category – User App	68
4.3.6	Profile – User App	69
4.3.7	Log Out – User App	71
4.3.8	Cart – User App	72
4.3.9	Check out Event – User App	73
4.3.10	Homepage – Admin App	74
4.3.11	Display All Event Created – Admin App	75
4.3.12	Add New Event Page – Admin App	76
	CHAPTER 5: TESTING PHASE	80
5.1	Overview	80
5.2	Functional Test	80
5.2.1	User-side Application Test Case	80
5.2.2	Admin-side Application Test Case	86
5.3	Non-Functional Test	87

5.3.1	Usability Testing - Demographic	87
5.3.2	User-side Application Usability Testing – User Interface	90
5.3.3	User-side Application Usability Testing – Functionality	93
5.3.4	User-side Application Usability Testing – System Usability Scale	96
5.3.5	Admin-side Application – Demographic	98
5.3.6	Admin-side Application Usability Testing – User Interface	99
5.3.7	Admin-side Application Usability Testing – Functionality	101
5.3.8	Admin-side Application Usability Testing – System Usability Scale	103
5.4	Lesson and Experience Learnt	105
5.5	Conclusion	105
	CHAPTER 6: CONCLUSION AND FUTURE WORD	106
6.1	Overview	106
6.2	Limitations	106
6.3	Future Work	107
6.4	Conclusion	108
	REFERENCES	109

LIST OF TABLES

	Page
Table 1.1 System Environment Table	6
Table 2.1 Features on Existing Esport Applications	14
Table 3.1 List of Questions in Google-Form Questionnaire	20
Table 3.2 Summary of Requirement for each User Type	27
Table 3.3 The Software Requirement for Developers	28
Table 3.4 The Hardware Requirement for Developers	29
Table 3.5 “Register Account” Use Case	31
Table 3.6 “Login” Use Case	32
Table 3.7 “Edit Profile” Use Case	32
Table 3.8 “Register Event” Use Case	34
Table 3.9 “Browse Content” Use Case	35
Table 3.10 “Logout” Use Case	36
Table 3.11 “Admin Login” Use Case	38
Table 3.12 “Manage Content” Use Case	38
Table 5.1 Test Case 1	80
Table 5.2 Test Case 2	81
Table 5.3 Test Case 3	82
Table 5.4 Test Case 4	83
Table 5.5 Test Case 5	83
Table 5.6 Test Case 6	84
Table 5.7 Test Case 7	85
Table 5.8 Test Case 8	86

LIST OF FIGURES

	Page
Figure 1.1 Rapid Application Development Methodology	4
Figure 1.2 Ghantt Chart Project Schedule for E-Sport News and Event Mobile Application For FYP 1	7
Figure 1.3 Ghantt Chart Project Schedule for E-Sport News and Event Mobile Application For FYP 2	7
Figure 2.1 Screen Capture from eSukan Official Website (2023)	10
Figure 2.2 Screen Capture from Strafe Mobile Application (2023)	12
Figure 2.3 Screen Capture from SESA Web Application (2023)	14
Figure 3.1 Questionnaire 1	21
Figure 3.2 Questionnaire 2	21
Figure 3.3 Questionnaire 3	22
Figure 3.4 Questionnaire 4	22
Figure 3.5 Questionnaire 5	23
Figure 3.6 Questionnaire 6	24
Figure 3.7 Questionnaire 7	24
Figure 3.8 Questionnaire 8	25
Figure 3.9 Questionnaire 9	26
Figure 3.10 Questionnaire 10	26
Figure 3.11 E-Sport News and Event Use Case Diagram	30
Figure 3.12 Sequence Diagram for User	41
Figure 3.13 E Sequence Diagram for User Register Event	42
Figure 3.14 Sequence Diagram for Admin	43
Figure 3.15 E-Sport News and Event Activity Diagram for User	45
Figure 3.16 E-Sport News and Event Activity Diagram for Admin	46

Figure 3.17	Class Diagram for E-Sport News and Event Mobile Application Prototype	47
Figure 3.18	UI Design of the prototype login page for User	48
Figure 3.19	UI Design of the prototype Sign up page for User	49
Figure 3.20	UI Design of the prototype Homepage page for User	50
Figure 3.21	UI Design of the prototype Profile page for User	51
Figure 3.22	UI Design of the prototype Event page for User	52
Figure 3.23	UI Design of the prototype Notification page for User	53
Figure 3.24	UI Design of the prototype Login page for Admin	54
Figure 3.25	UI Design of the prototype Homepage for Admin	55
Figure 3.26	UI Design of the prototype Event page for Admin	56
Figure 3.27	UI Design of the prototype Profile page for Admin	57
Figure 3.28	UI Design of the prototype Notification page for Admin	58
Figure 4.1	ScreenShots of Android Studio code for E-Sport News and Event Mobile Applications	61
Figure 4.2	ScreenShots of Firebase for E-Sport News and Event Mobile Applications	62
Figure 4.3	SignUp and Login page for E-Sport News and Event Mobile Applications	63
Figure 4.4	Homepage for E-Sport News and Event Mobile Applications	64
Figure 4.5	Event Details page for E-Sport News and Event Mobile Applications	65
Figure 4.6	Wishlist Page for E-Sport News and Event Mobile Applications	66
Figure 4.7	All Event Page for E-Sport News and Event Mobile Applications	67
Figure 4.8	Event Category Page for E-Sport News and Event Mobile Applications	68
Figure 4.9	Profile Page for E-Sport News and Event Mobile Applications	69
Figure 4.10	Profile Edit Page for E-Sport News and Event Mobile Applications	70
Figure 4.11	Log out Section in Profile Page for E-Sport News and Event Mobile Applications	71

Figure 4.12	Cart Page for E-Sport News and Event Mobile Applications	72
Figure 4.13	Checkout Page for E-Sport News and Event Mobile Applications	73
Figure 4.14	Homepage for Admin in E-Sport News and Event Mobile Applications	74
Figure 4.15	Display All Event Created Page for Admin E-Sport News and Event Mobile Applications	75
Figure 4.16	Empty Add New Event Page for E-Sport News and Event Mobile Applications	76
Figure 4.17	Cloud Firestore “Event” Database Before Adding New Event	77
Figure 4.18	Firestore Storage Database Before Adding New Event’s Image	77
Figure 4.19	Add New Event Page with Filled Details	78
Figure 4.20	Cloud Firestore “Event” Database After Adding New Event	78
Figure 4.21	Firestore Storage Database After Adding New Event’s Image	79
Figure 4.22	New Event Added Display in The Event Page of Admin Application	79
Figure 5.1	Ratio of participants testing for Admin and User Applications	88
Figure 5.2	Age of participants for User Applications	88
Figure 5.3	Gender of participants for User Applications	89
Figure 5.4	Operating System used by participants for User Applications	89
Figure 5.5	Participants’ Opinion on Attractiveness of UI for User Applications	90
Figure 5.6	User Application layout and navigation opinions from responders	90
Figure 5.7	Participants’ Opinion on User Application Font Style	91
Figure 5.8	Opinions of the respondents regarding Information on screen of User Applications	91
Figure 5.9	Respondents' views on mobile app user interface effectiveness	92
Figure 5.10	User Application Simplicity of Joining and Checking Events and News	93
Figure 5.11	Responses on User Application Navigation Simplicity	93
Figure 5.12	Respondents' Views on Whether the User Application Required Assistance with Technology	94

Figure 5.13	Responses on User Application Overall Experience	94
Figure 5.14	Responses on Recommendations for Enhancing User Applications	95
Figure 5.15	Responses on Using Apps Regularly	96
Figure 5.16	Responses on Simplicity of using User Applications	96
Figure 5.17	Responses on Technical Assistance Needs for User Applications Across Users	97
Figure 5.18	User Responses to Learning Before Accessing User Applications	97
Figure 5.19	Age of participants for Admin Applications	98
Figure 5.20	Gender of participants for Admin Applications	98
Figure 5.21	Participants' Opinion on Attractiveness of UI for Admin Applications	99
Figure 5.22	Admin Application layout and navigation opinions from responders	99
Figure 5.23	Participants' Opinion on Admin Application Font Style	100
Figure 5.24	Respondents' Views on Admin App User Interface Effectiveness	100
Figure 5.25	Respondents' responses on Admin App Simplicity in Event Management	101
Figure 5.26	Respondents' Responses on Technical Support Requirement While Using Admin App	101
Figure 5.27	Responses on Admin Application Overall Experience	102
Figure 5.28	Responses on Using Admin Apps Regularly	103
Figure 5.29	Complexity of using Admin Applications	103
Figure 5.30	Responses on Technical Assistance Needs for Admin Applications	104
Figure 5.31	User Responses to Learning Before Accessing Admin Applications	104

LIST OF ABBREVIATIONS

CGS	Centre for Graduate Studies
UI	User Interface
UNIMAS	Universiti Malaysia Sarawak

CHAPTER 1

INTRODUCTION

1.1 Study Background

The growth of numerous applications in the market, whether web-based or mobile, clearly indicates the evolution of our world towards a digitized state. This transformation is particularly evident in the gaming sector (Janusz et al., 2018). Nowadays, gaming has become one of the most popular ways of spending time in modern society (Wardaszko et al., 2019). Moreover, the Covid-19 pandemic has led to a significant increase in online gaming and other activities, like watching e-sports and live streaming (Dipa Kalyani Sujata et al., 2022). Online gaming not only serves as a form of entertainment but also as a means of communication and a globally recognized sport.

Esports refers to professional and competitive video gaming in the form of contests (electronic sports) (Yu et al., 2021). However, video game that allows internet interaction with several other gamers is referred to as online gaming. Online gaming or mobile gaming is now a mainstream sport thanks to E-sports. The experience of watching e-sport is like watching a professional athletic event, only difference is that viewers see computer gamers compete against each other rather than actual physical contest. In addition, Formosa et al. (2022) also found that the mobile application of Player Unknown's Battlegrounds (PUBG MOBILE), a popular online multiplayer game, recorded 27.9 million hours of viewed competition, surpassing the standard application's 26.8 million hours.

According to E-sports Market Report released by NewZoo (Tristão, 2022), the audience for e-sports worldwide grew by 8.7% from the previous year. Not only has E-

Sport become a trending hobby in younger generations, but it has also led to the emergence of professions in the field, resulting in the occurrence of flexible jobs (Walkowski & Kempnińska, 2020). E-Sport is hitting the world with a significant impact upon the work-life situations of people world-wide as well as the specialisation of production and the profits that go along with it. E-sport has a large and prosperous market in Malaysia, particularly in Sarawak. It has great potential since eSports athletes are now considered as Malaysian athletes and not to mention that eSports has been acknowledged as a sport at the SEA Games.

Based on our experience, there is lacking of lawful and verified information in the E-Sport field in Sarawak. Most Sarawak E-Sport audience are found to be seeking for news updates such as recent E-Sport winners, E-Sport Workshop information, E-Sport competition schedule and etc, via newspaper, websites or web platform (Norizam et al., 2020). However, most of the information is not up to date and the managing of the gamers records is not yet being developed.

This thesis presents the design and development of an e-sport mobile application using Flutter. With the E-Sport app, users now can find verified and up-to-date information regarding electronic sports in just a single application using their mobile devices without worrying the news being a fraud.

1.2 Problem Statement

The definition of eSports is "a form of sport where the fundamental elements of the game are made possible by electronics devices and system; users' input, and system output are facilitated via human-computer interfaces". Even if e-sports are becoming more and more popular elsewhere, Sarawak's e-sport market is still not well-known (Norizam et al.,

2020). There is currently a dearth of pertinent data gathered regarding actual e-sport athletes. There is also lacking platforms for these gathered data to be displayed and shared to public.

It is obvious that E-sports news is still not frequently aggregated and concentrated on a single platform in Sarawak; instead, it is dispersed around the internet, with some of the content being false or fraudulent. This fraudulent news could cause misleading information to spread on the internet, affecting the reputation and image of e-sport which then causing loss of interest by Sarawakians. Since updates and information are not centralised on a single platform, it can be challenging for interested parties: individuals or companies from Sarawak to look for the relevant information.

With that, having an application created specifically for E-Sports, whether for news updates or competition schedule announcement etc is crucial for the sake of concentrated, reliable, and accurate news delivery.

1.3 Objectives

- i. To design and develop E-Sport mobile application with complete functionality for concentrated and accurate information checking.
- ii. To evaluate the E-Sport mobile application system.

1.4 Brief Methodology

This E-Sport mobile application will be design and develop using a methodology namely Rapid Application Development Methodology (RAD). RAD is chosen because the project prototype developed has requirements that may be unpredictable and the timeframe for project planning is limited. Since this technique emphasises quick prototyping and

iterative delivery, it will help boost the usability of the final product with the aid of user input and expectations. The Requirements Planning Phase, User Design Phase, Construction Phase, and Implementation are the four phases of RAD.

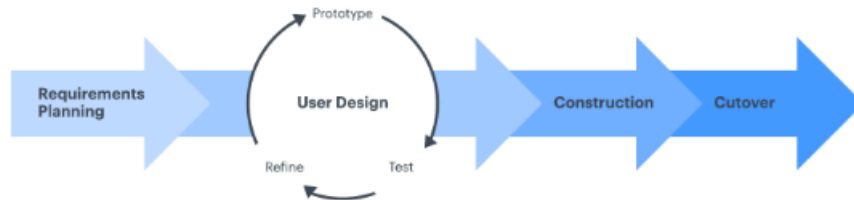


Figure 1.1: Rapid Application Development Methodology (Lucidchart, 2023)

The phases involved in the project are stated as below:

1.4.1 Requirement Planning Phase

Gather and analyse the needs and requirements by surveying using questionnaire. It has been known that there is currently a shortage of meaningful evidence gathered from genuine eSports athletes, as well as a deficiency of infrastructure that may be utilised for data collecting and subsequent analysis (Korotin et al., 2019). Questionnaire given will focus on asking question related to opinions towards the information delivery type of mobile application in e-sport industry and the source of e-sport related information update among different age group of E-Sport Sarawakian player or athletes. Analyse the requirements needed in designing and developing this project by looking through the needs and topics searched when scratching through E-Sport related information. Based on the concluding needs, the developer and stakeholders will reach an agreement.

1.4.2 User Design Phase

Design the mobile application so that to allow it being compatible in most mobile platform. Design the application in such a way to allow user to feel comfortable and

friendly using the application while browsing through it. Design the application in such to allow easy navigation for better user experience. Design user interface in sections of five: homepage, upcoming events, user profile, application members and notifications. Design the user interface in a dark colour vibe. Prototypes are built and revised throughout this phase depending on stakeholder needs and input. Each prototype will be delivered to users for testing, and input will be collected to develop the prototypes so that to ensure it meets their expectations.

1.4.3 Construction Phase

Development and testing will be focused. After developing the E-Sport mobile application, it will be run on android mobile for testing purposes. Testing is carried out as it is important and crucial in making sure that the risk of faults and failures are reduced and at the same time, all functions of the application work how it supposed to. The testing process will be repeated so that it achieves the requirements and are truly user-friendly to the users of the application. The front-end of this application mostly being developed using Flutter, an open-source cross-platform development toolkit to create mobile applications with Dart as the programming language used. Whereas the back end of this application will be developed using Firebase, which act as backend services and database server to provide services such as real-time database and cloud storage. Following the successful completion of the prototype, the model will be evaluated by groups of testers. All comments will be evaluated, and the prototype will be improved to guarantee that the functionality of the end product meets the user's expectations as well as the objectives of the project.

1.4.4 Cutover/Implementation

After ensuring the quality of the application, making sure that the application can run optimally and at the same time has gotten approval from stakeholders to release the

prototype, the APK will be deployed and released into the market for download. Market released include Google Play Store and App Store. The application will only be compatible on Android device with Android 4.1 (API 16) and above.

1.5 Scope

The scope of this project involves develop an E-Sport mobile application that can be executed in Android devices. The targeted user are people who passionate in getting to know about e-sport as well as e-sport athletes. The application develop will focus on information display and events updates. Function involving money matter such as online transaction, online payment and personalised recommendation function is not developing in the current version of the system.

1.5.1 System Environment

Table 1.1 shows the details of used hardware and in design, develop and implementation for the E-Sports Mobile Application:

Table 1.1: System Environment table

Hardware	Software
<ul style="list-style-type: none"> • Desktop or laptop <p>A device that serves as a platform used in design and develop the application.</p> <ul style="list-style-type: none"> • Mobile devices or Tablet <p>A device that serves as a platform for testing the functionality of the</p>	<ul style="list-style-type: none"> • Android Studio <p>An official integrated development environment (IDE) for Android application development.</p> <ul style="list-style-type: none"> • Firebase <p>An open-source cross-platform web server for backend development of project.</p> <ul style="list-style-type: none"> • Figma