# 1DreamUnited Mobile Development Guide

### **Platform Overview**

The 1DreamUnited mobile application is built using React Native with Expo, providing native iOS and Android experiences with shared codebase efficiency.

## **Development Environment Setup**

### **Prerequisites**

- Node.js 18.0.0 or higher
- npm or yarn package manager
- Git for version control

### iOS Development (macOS only)

- Xcode 14.0 or higher
- iOS Simulator (included with Xcode)
- CocoaPods (installed automatically)

#### **Android Development**

- Android Studio with Android SDK
- Android Virtual Device (AVD) or physical device
- Java Development Kit (JDK) 11 or higher

#### **Expo Development Tools**

```
# Install Expo CLI globally
npm install -g @expo/cli

# Install EAS CLI for building and deployment
npm install -g eas-cli

# Login to Expo account (required for builds)
expo login
eas login
```

## **Getting Started**

### 1. Project Setup

```
# Navigate to mobile project
cd mobile/react_native/

# Install dependencies
npm install

# Start development server
npm start
```

### 2. Running on Devices

#### iOS Simulator

```
npm run ios
# or
expo start --ios
```

#### **Android Emulator/Device**

```
npm run android
# or
expo start --android
```

#### Web Browser (for testing)

```
npm run web
# or
expo start --web
```

### **Build Process**

### **Development Builds**

```
# Create development build for testing
expo prebuild --clean

# Build for specific platform
expo prebuild --platform ios
expo prebuild --platform android
```

#### **Production Builds with EAS**

```
# Configure EAS (first time only)
eas build:configure

# Build for both platforms
npm run build:all
# or
eas build --platform all

# Platform-specific builds
npm run build:ios
npm run build:android
```

### **Local Development Builds**

```
# Generate native code for local development
npm run prebuild
# Clean and regenerate
npm run prebuild:clean
```

## **Project Structure**

```
mobile/react_native/
─ src/
     components/
                                  # Reusable UI components

    □ AIEcosystemCard.tsx

DRMVideoPlayer.tsx
     screens/
                                 # Screen components
          HomeScreen.tsx
AIEcosystemScreen.tsx
          ...
     sections/ # Page sections
contexts/ # React contexts
hooks/ # Custom React hooks
services/ # API and business logic
styles/ # Global styles
utils/ # Utility functions
                                # Images, fonts, etc.
     assets/
    App.tsx
app.json
                                # Main app component
                                # Expo configuration
     package.json
                                # Dependencies and scripts
```

# **Key Features Implementation**

### **AI Ecosystem Integration**

### **DRM Video Streaming**

### Multi-Language Support

## **Testing**

### **Unit Testing**

```
# Run all tests
npm test

# Run tests in watch mode
npm run test:watch

# Generate coverage report
npm run test:coverage
```

## **E2E Testing with Detox (Optional)**

```
# Install Detox CLI
npm install -g detox-cli

# Build for testing
detox build --configuration ios.sim.debug

# Run E2E tests
detox test --configuration ios.sim.debug
```

# **Configuration**

### **Expo Configuration (app.json)**

```
"expo": {
    "name": "1DreamUnited",
    "slug": "1dreamunited-mobile",
    "version": "1.0.0",
    "orientation": "portrait",
    "icon": "./assets/icon.png",
    "userInterfaceStyle": "dark",
    "splash": {
      "image": "./assets/splash.png",
      "resizeMode": "contain",
      "backgroundColor": "#000000"
    },
    "ios": {
      "supportsTablet": true,
      "bundleIdentifier": "com.1dreamunited.mobile"
    "android": {
      "package": "com.onedreamunited.mobile",
      "adaptiveIcon": {
        "foregroundImage": "./assets/adaptive-icon.png",
        "backgroundColor": "#000000"
      }
    }
  }
}
```

## **EAS Build Configuration (eas.json)**

```
"cli": {
    "version": ">= 3.0.0"
},
"build": {
    "development": true,
        "distribution": "internal"
},
    "preview": {
        "distribution": "internal"
},
    "production": {}
},
    "production": {}
},
```

## **Deployment**

### **App Store (iOS)**

```
# Build for App Store
eas build --platform ios --profile production

# Submit to App Store
eas submit --platform ios
```

### **Google Play Store (Android)**

```
# Build for Play Store
eas build --platform android --profile production

# Submit to Play Store
eas submit --platform android
```

#### **Internal Distribution**

```
# Build for internal testing
eas build --platform all --profile preview

# Share build with testers
# EAS will provide shareable links
```

### **Troubleshooting**

#### **Common Issues**

#### Metro bundler issues

```
# Clear Metro cache
npx expo start --clear

# Reset npm cache
npm start -- --reset-cache
```

#### iOS build issues

```
# Clean iOS build
cd ios && xcodebuild clean

# Update CocoaPods
cd ios && pod install --repo-update
```

#### **Android build issues**

```
# Clean Android build
cd android && ./gradlew clean

# Reset Android project
expo prebuild --platform android --clean
```

### **Performance Optimization**

- Use React.memo for expensive components
- · Implement lazy loading for screens
- · Optimize images and assets
- Use Flipper for debugging performance

### **Memory Management**

- · Avoid memory leaks in useEffect hooks
- Properly cleanup event listeners
- Use FlatList for large lists
- Optimize image loading and caching

## **Analytics Integration**

#### **Expo Analytics**

```
import * as Analytics from 'expo-analytics';

// Track screen views
Analytics.track('Screen View', {
    screen: 'Home',
    user_id: userId
});

// Track user actions
Analytics.track('Music Play', {
    song_id: songId,
    artist: artistName
});
```

# **Security Best Practices**

### **API Security**

- Use HTTPS for all API calls
- Implement proper authentication tokens
- Validate all user inputs
- Use secure storage for sensitive data

### **DRM Implementation**

- Implement proper license validation
- Use encrypted storage for DRM keys
- · Handle license renewal automatically

· Implement offline playback securely

## **Platform-Specific Considerations**

### iOS Specific

- Follow Apple Human Interface Guidelines
- Implement proper App Store review guidelines
- Handle iOS-specific permissions properly
- Test on various iOS device sizes

### **Android Specific**

- Follow Material Design guidelines
- Handle Android permissions system
- Test on various Android versions
- · Optimize for different screen densities

### **Continuous Integration**

### **GitHub Actions Example**

```
name: Mobile CI/CD
on: [push, pull_request]

jobs:
    build:
    runs-on: ubuntu-latest
    steps:
        - uses: actions/checkout@v3
        - uses: actions/setup-node@v3
        with:
            node-version: '18'
            - run: npm install
            - run: npm run lint
            - run: npm run test
            - run: eas build --platform all --non-interactive
```

### **Additional Resources**

- Expo Documentation (https://docs.expo.dev/)
- React Native Documentation (https://reactnative.dev/docs/getting-started)
- EAS Build Documentation (https://docs.expo.dev/build/introduction/)
- React Navigation (https://reactnavigation.org/)
- Expo AV for Video/Audio (https://docs.expo.dev/versions/latest/sdk/av/)

For technical support or questions, refer to the main project documentation or contact the development team.