Flutter Mobile App vs. Replit Web App (Custom Domain)

Device Platforms	Native on iOS & Android ? installable via App Store & Play Store	Web-based, usable on any browser (desktop/mobile)
Camera Access	Full native access (high-res, image picker, video, etc.)	Very limited (only via browser, iOS Safari limits direct camera use)
Photo Gallery Access	Native gallery browsing via image_picker	Limited by browser APIs and inconsistent iOS support
Location Services	Background GPS, fine control, accurate native permissions	Only foreground access via browser prompt, less accurate
Home Screen Shortcut	Installed like any app	Via 'Add to Home Screen' on iOS/Safari

Distribution	Public via App Store + Google Play	Public via custom domain (e.g., right2staynow.com)
SSL / HTTPS	Auto-configured by App Store / Google Play	Free SSL via Replit & Let?s Encrypt for custom domains
Offline Functionality	Fully supported	Limited, depends on caching strategy (PWA-style)
Hardware Integration	Deep integration: camera, GPS, storage, push notifications	Very limited ? can't access push, Bluetooth, sensors
Security	Sandboxed native apps, local storage, full control	Browser-based, fewer storage and encryption controls
App Size & Performance	Optimized native performance	Web-based UI; performance depends on device + connection
Dev Environment	Flutter on Mac ? build once for iOS & Android	Replit?s live browser editor, fast prototyping
Testing	Slower (Xcode, Android emulator, real devices)	Instant feedback in browser
Ideal Use Case	Feature-rich, mobile-first experiences	Content-heavy or low-interaction tools, forms, light data usage