# **Documentation for 6Valley Delivery Man App**

Thank you for your interest in 6Valley.

6Valley is a complete Multi-Vendor E-commerce system developed using Laravel and Flutter Framework.

Laravel (PHP Framework for Web Artisans) is a web application framework with an expressive, elegant syntax. We've already laid the foundation — freeing you to create without sweating the small things.

Flutter framework created by Google is open-source mobile application development. It is used to develop applications for Android and iOS, as well as being the primary method of creating applications.

6Valley **comprises** of 3 Mobile Applications, 2 Web Panel and 1 website –

- Customer application for both Android and iOS developed using Flutter.
- Vendor application for both Android and iOS developed using Flutter.
- Delivery Boy application for Android developed using Flutter.
- Super Admin web panel developed using Laravel (admin can provide role base access).
- Vendor web panel developed using Laravel.
- Website developed using Laravel blade.

**IMPORTANT NOTE:** The delivery boy app is developed using flutter so it will run both in Android and iOS but as the delivery boy app fully depends on location we suggest don't use it for iOS.

For any queries pre-sales or tech support, please open a support ticket at support.6amtech.com or drop a mail to <a href="mailtosupport@6amtech.com">support@6amtech.com</a>

Also you can check our YouTube videos - 6amTech YouTube Channel

## **Delivery Man App setup**

Note: This is not an independent app. This app is available only for 6Valley Multi-Vendor E-commerce app. You should be pre-installed the 6Valley in your server (Minimum required version 6.0).

It is extremely easy and convenient to rebrand the app and customize the theme of the app as per your needs.

You can launch an app with your own branding. You can easily change the app color theme, logos, and icons with minimal effort.

1. The app has intuitive and user-friendly animations built-in within it. These animations intend to provide a smooth app usage experience to the end clients. The animations include – Hero Animations, Parallax Animations, Sliding & Swiping animations.

#### **Prerequisite**

- 1. Android Studio
- **2.** Flutter SDK setup (Flutter 2.8.1 stable)

#### Change base URL

Open /lib/utill/app constrants.dart and replace BASE URL variable value with your own URL

```
Project w
 sixvalley_delivery_boy ~/AndroidStudioF
                                                        import 'package:sixvalley_delivery_boy/data/model/response/language_model.dart';
                                                        import 'images.dart';
   android [sixvalley_delivery_boy_andr
                                                       class AppConstants {
 ► I ios
                                                          static const String appName = 'Delivery Boy';
   ► 🖿 controller
                                                         static const String baseUri = 'http://demo.6amtech.com/6valley';
static const String profileUri = '/api/v2/delivery-man/info';
static const String configUri = '/api/v1/config';
static const String loginUri = '/api/v2/delivery-man/auth/login';
    ► Di data
    ► I theme
     v. Du otill
      app_constants.dart
                                                          static const String notificationUri = '/api/v1/notifications';
          & color_resources.dart
          dimensions.dart
                                                          static const String updateProfileUri = '/api/v1/customer/update-profile';
static const String currentOrderUri = '/api/v2/delivery-man/current-orders';
          images.dart
         messages.dart
                                                          static const String orderDetailsUri = '/api/v2/delivery-man/order-details?order_id=';
                                                         estatic const String allOrderHistoryUri = '/api/v2/delivery-man/all-orders'; static const String recordLocationUri = '/api/v2/delivery-man/record-location-data';
         styles.dart
                                                          static const String updateOrderStatusUri = '/api/v2/delivery-man/update-order-status';
static const String updatePaymentStatusUri = '/api/v2/delivery-man/update-payment-status';
       amain.dart
 ► No test

flutter-plugins
flutter-plugins-dependencies
flutter-plugins-dependencies
                                                           static const String tokenUri = '/api/v2/delivery-man/update-fcm-token';
```

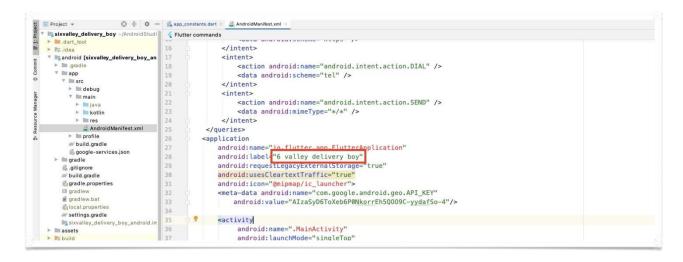
#### Change app name

To change the app name for whole app follow the below steps-

# Step 1 Open /lib/utill/app constrants.dart and replace APP NAME variable value with your Name

```
import 'package:sixvalley_delivery_boy/data/model/response/language_model.dart';
sixvalley_delivery_boy ~/AndroidStudioF 1
  .dart_tool
▶ Maidea
                                      import 'images.dart';
  android [sixvalley_delivery_boy_andr
                                     class AppConstants {
▶ B build
▶ 🗎 ios
                                       static const String appName =
                                                                      '6valley Delivery Boy';
▼ 🖿 lib
  ► 🖿 controller
  ► 🖿 data
                               9
                                      estatic const String baseUri = 'http://demo.6amtech.com/6valley';
  ▶ 🛅 helper
                                       static const String profileUri = '/api/v2/delivery-man/info';
                               10
   theme
                                       static const String configUri = '/api/v1/config';
  ▼ Di ofill
                                       static const String loginUri = '/api/v2/delivery-man/auth/login';
     app constants.dart
                               13
                                       static const String notificationUri = '/api/v1/notifications';
      color_resources.dart
                                       static const String updateProfileUri = '/api/v1/customer/update-profile';
      dimensions.dart
                              14
                                       static const String currentOrderUri = '/api/v2/delivery-man/current-orders';
      images.dart
                              15
      🚜 messages.dart
                                       static const String orderDetailsUri = '/api/v2/delivery-man/order-details?order_id=';
                               16
      astrings.dart
                                       static const String allOrderHistoryUri = '/api/v2/delivery-man/all-orders';
      🗸 styles.dart
                                       static const String recordLocationUri = '/api/v2/delivery-man/record-location-data';
                               18
  ► 🖿 view
                              19
                                       static const String updateOrderStatusUri = '/api/v2/delivery-man/update-order-status';
    amain.dart
                                       static const String updatePaymentStatusUri = '/api/v2/delivery-man/update-payment-status';
                               20
  # .flutter-plugins
                                       static const String tokenUri = '/api/v2/delivery-man/update-fcm-token';
```

Step 2 Change the label with you name in AndroidManifest.xml file



Step 3 Change the string with you name in Info.plist file

```
⊕ 🛨 🌣 — 👸 app_constants.dart × 🚆 AndroidManifest.xml × 🚆 Info.plist
sixvalley_delivery_boy ~/AndroidStudi
► .dart_tool
                                                 <?xml version="1.0" encoding="UTF-8"?>
                                                 <!DOCTYPE plist PUBLIC "-//Apple//DTD PLIST 1.0//EN" "http://www.apple.com/DTDs/PropertyList-1.0.dtd">
  android [sixvalley_delivery_boy_an
                                                 <plist version="1.0">
  assets
▶ kappbuild
▼ ios
► ios
► syn
                                                 <dict>
                                                      <key>CFBundleDevelopmentRegion</key>
                                                      <string>$(DEVELOPMENT_LANGUAGE)
  ► I .symlini
► Flutter
                                                      <key>CFBundleExecutable</key>
   Pods
                                                      <string>$(EXECUTABLE_NAME)</string>
<key>CFBundleIdentifier</key>
  Runner

Assets.xcassets

Base.lproj
                                                      <string>$(PRODUCT_BUNDLE_IDENTIFIER)</string>
<key>CFBundleInfoDictionaryVersion</key>
       Base.iproj

i AppDelegate.swift

i GeneratedPluginRegistrant.h

i GeneratedPluginRegistrant.m
                                                      <string>6.0</string>
                                                      <key>CFBundleName</key>
<string sixvalley_delivery_boy-
<key>CFBundlerackageType</key>
<string>APPL</string>
        ■ GoogleService-Info.plist

■ Info.plist

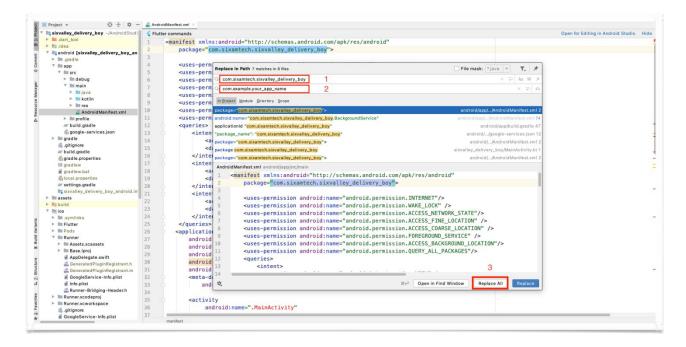
■ Runner-Bridging-Header.h
   Runner.xcodeproj
                                                      <key>CFBundleShortVersionString</key>
   Runner.xcworkspace
     <string>$(FLUTTER_BUILD_NAME)</string>
                                                      <key>CFBundleSignature</key>
     Podfile
                                                      <strina>????</strina>
```

#### Change app package

Right click on project folder and click on replace in path



Write current Package name in 1st marked box and write your new package name 2<sup>nd</sup> marked box and then click on Replace All button. Please change this carefully we are not responsible if you make something wrong here.



#### Add firebase for push notification

If you are already using 6Valley user app and created a firebase project for user app then you must need to add this delivery app in that same firebase project.

#### Step 1

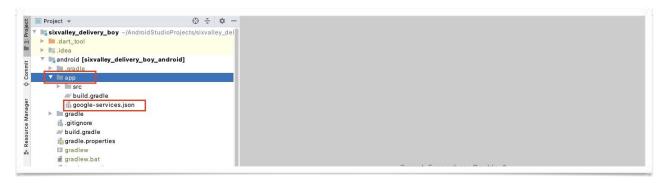
Create your own firebase project from <a href="https://console.firebase.google.com">https://console.firebase.google.com</a> and also add an android app there with your own package name and app name.

#### Step 2

Click register app follow the steps and download google-services.json file from there.

#### Step 3

Copy that file and paste and replace it in /android/app



Step 4

After replace the file please restart your IDE.

**IMPORTANT NOTE:** Must add server key in Admin panel's Notification Settings to get push notification.

Goto Project settings-> Cloud messaging-> Server key

#### Change the notification icon

Must use a white icon for push notification



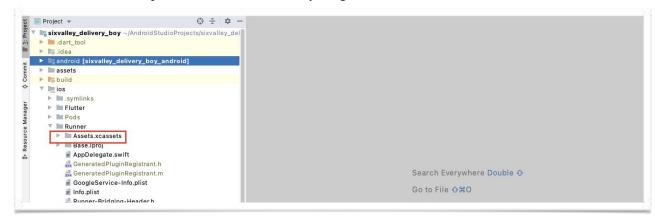
#### Change App icon and Logo

Generate icon from appicon.co

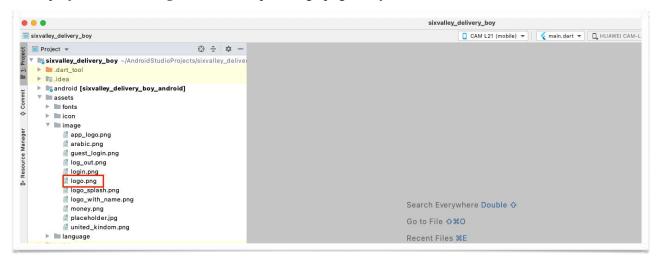
Go to /android/app/src/main/res and replace all mipmap folders with your generated icon android folder.



Go to /ios/Runner and replace Assets.xcassets with your generated Assets.xcassets folder.



Go to croject>/assets/image folder and replace logo.png with your own one



#### Add new local language

Go to /assets/language and press right button on language folder and create new file and name it with your language code (.json)



Copy all data from en.json and paste it in your created file.

Translate all English text placed here after colon(:) to your local language.

Copy your country picture and paste it on /assets/image.

Open /lib/util/app\_constrants, scroll down to bottom and add LanguageModel with imageUrl, languageName, countryCode and languageCode.

```
static const String updateProfileUri = '/api/v1/customer/update-profile';
static const String currentOrderUri = '/api/v2/delivery-man/current-orders';
static const String orderDetailsUri = '/api/v2/delivery-man/order-detailsTorder_ide';
static const String allOrderHistorVUri = '/api/v2/delivery-man/all-orders';
static const String recordLocationUri = '/api/v2/delivery-man/record-location-data';
static const String updateOrderStatusUri = '/api/v2/delivery-man/update-order-status';
static const String updateOrderStatusUri = '/api/v2/delivery-man/update-payment-status';
static const String tokenUri = '/api/v2/delivery-man/update-fcm-token';
                ► Da data
► Da helper
► Da theme
▼ Da utill
                                            app_constants.dart
                                            Color_resources.dart
                                            images.dart
messages.dart
                                            & strings.dart
                                          styles.dart
                                                                                                                                                                                                                                                                                                        23
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33
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37
38
                                                                                                                                                                                                                                                                                                                                                               static const String theme = 'theme';
static const String token = 'token';
static const String countryCode = 'country_code';
                                 main.dart
is main.dart

lightest

if the distribution of the distribution of
                                                                                                                                                                                                                                                                                                                                                             static const String country_code = 'country_code';

static const String languageCode = 'language_code';

static const String userPassword = 'user_password';

static const String userEmail = 'user_password';

static const String currency = 'currency';

static const String topic = 'six_valley_delivery';
                  il dutter-plugins-depend
de gitignore
metadata
packages
analysis_options.yami
il local.properties
pubspec.lock
pubspec.yami
                    README.md
                                                                                                                                                                                                                                                                                                                                                               static List<LanguageModel> languages = [
    LanguageModel(imageUrl: Images.unitedKindom, languageName: 'English', countryCode: 'US', languageCode: 'en')
           External Libraries
                                                                                                                                                                                                                                                                                                                                                                            LanguageModel(imageUrl: Images.arabic, languageName: 'Arabic', countryCode: 'SA', languageCode: 'ar'),
         Scratches and Consoles
                                                                                                                                                                                                                                                                                                                                                                 1;
```

#### Change app color

Goto /lib/theme/ and change your Primary, Accent etc. Colors.

```
⊕ ÷ ‡ − 👸 app_co
sixvalley_delivery_boy ~/AndroidStudie
                                                                                   import 'package:sixvalley_delivery_boy/utill/color_resources.dart';
                                                                                  import 'package:sixvalley_delivery_boy/utill/dimensions.dart';
  assets
build
ios
                                                                                  ThemeData light = ThemeData(
fontFamily: 'Rubik',
brightness: Brightness.light,
► III ios
▼ III lib
                                                                                      originess: Brightness Light,
scaffoldBackgroundColor: const Color(0xFF187FED),
hintColor: [Colors.grey]
primaryColorLight: const Color(0xFF187FED),
canvasColor: const Color(0xFF187FED),

    ▶ □ controller
    ▶ □ data

                                                                  10
  shadowColor: const Color(0xfffcf9f4),
backgroundColor: const Color(0xfffaf7FC), // for background color
cardColor: const Color(0xfffaf7FC), // for surface color
primaryColor: const Color(0xFfF1FFFF), // for primary color
highlightColor: const Color(0xFF1F1FFF), // for on background text
focusColor: const Color(0xFF1F1FFF), // for On Surface text color
dividerColor: const Color(0xFF2A2A2A), // for Any line
errorColor: const Color(0xFFC6A57), // for error color
                                                                  18
                                                                  19
     aitignore
     metadata
                                                                                      errorColor: const Color(0xFFFC6A57), // for error color primaryColorDark: const Color(0xFFFFFFFF), // for on primary color
     analysis_options.yaml
```

### Build apk:

Release APK:

flutter build apk --split-per-abi

Release Bundle:

flutter build appbundle

Command for normal apk build:

flutter build apk --target-platform android-arm, android-arm64, android-x64 --split-per-abi

IMPORT NOTE: Please do your customization carefully we are not responsible if make any mistake.

Thank you & Best of Luck