Setup project

1. Import unity package

2. Download latest Firebase Unity SDK here. Import packages: FirebaseAuth, FirebaseDatabase, FirebaseStorage from dotnet4 folder

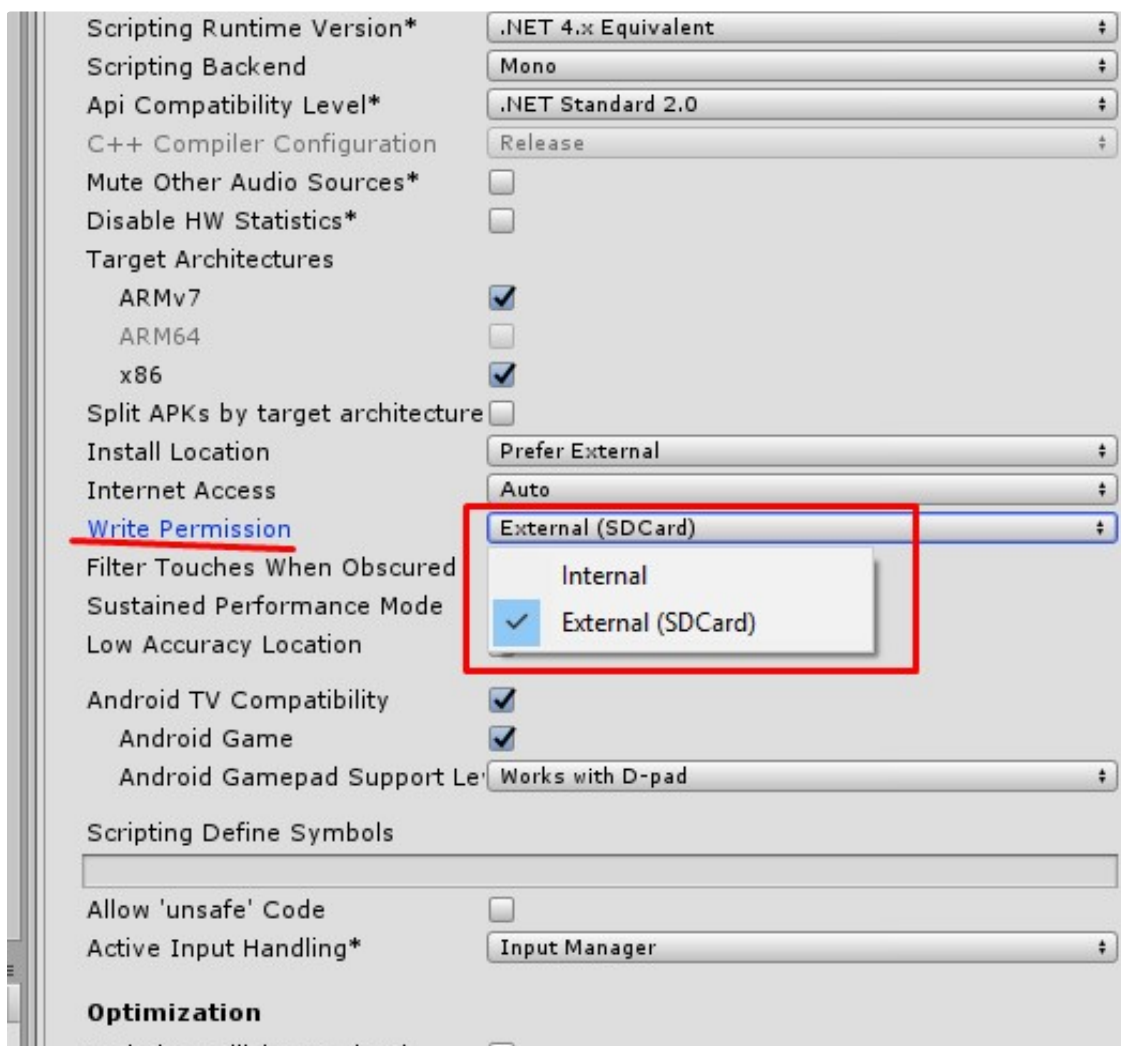3. When importing complete - Enable Android Auto-resolution if asked

4. **(Android Setup)** Navigate to PlayerSetting and change **Write Permission** to **External (SDCard)**

4.1 **(Android Setup)** To use Android Camera - inside the <application>...</application> tag of your AndroidManifest, insert the following code snippet:
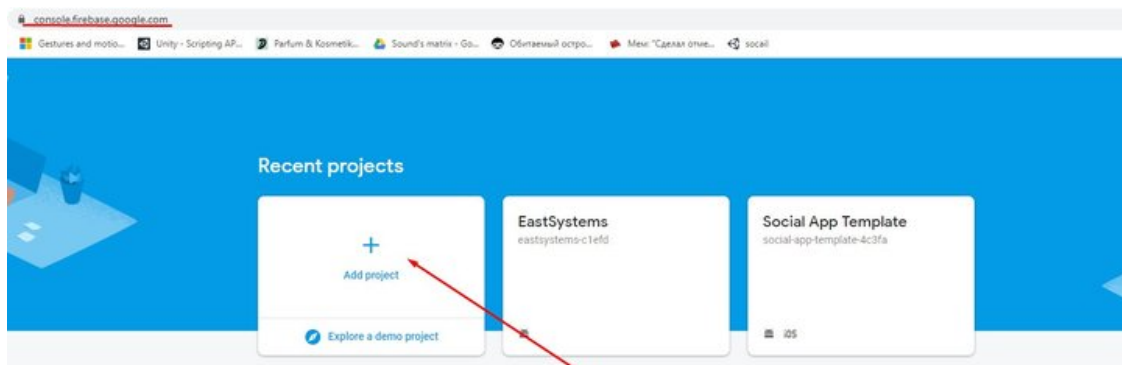
If you do not have manifest - just drag it from **UniBit\EasyProfile\Plugins\Android** to **Plugins\Android**

```
<provider
android:name="com.yasirkula.unity.NativeCameraContentProvider"
android:authorities="com.unibit.easyprofile"
android:exported="false"
android:grantUriPermissions="true" />
```
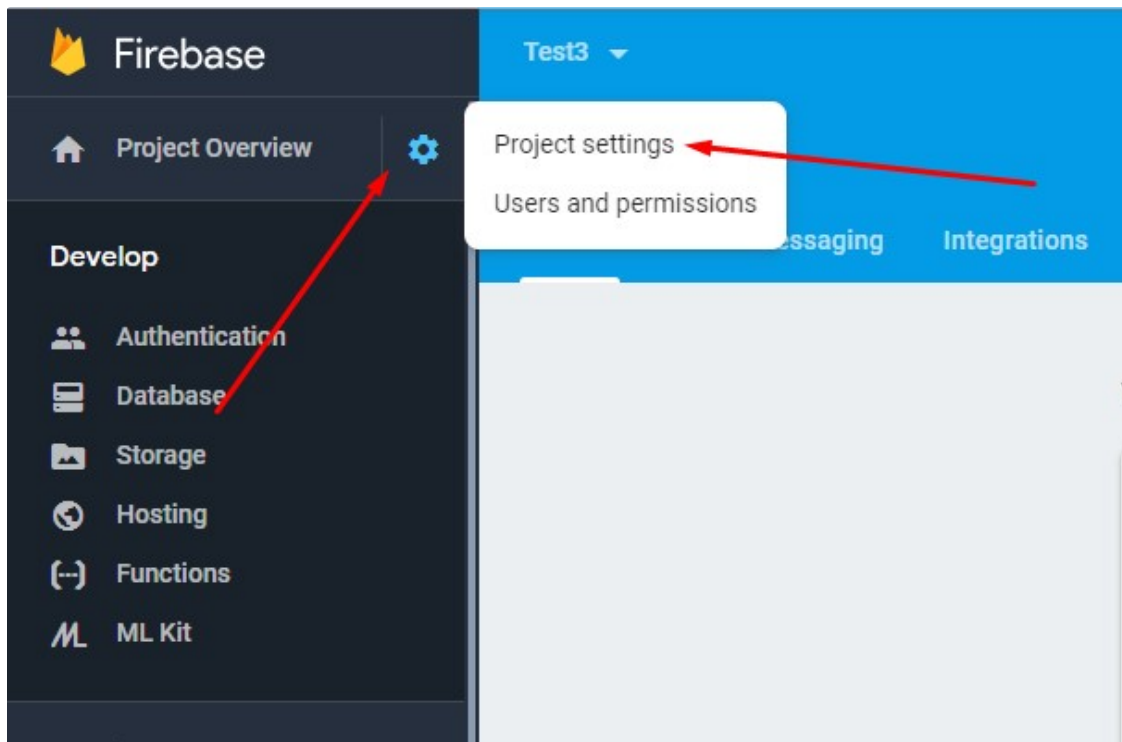
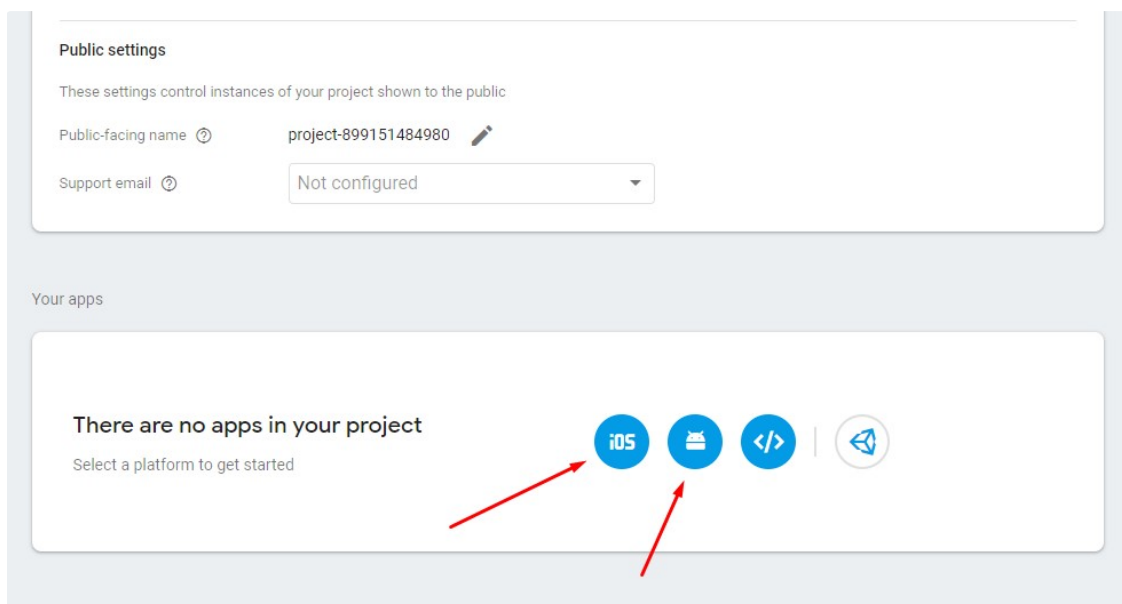5. Change **Package Name** and set **Minimum API Level** to Android 5.0
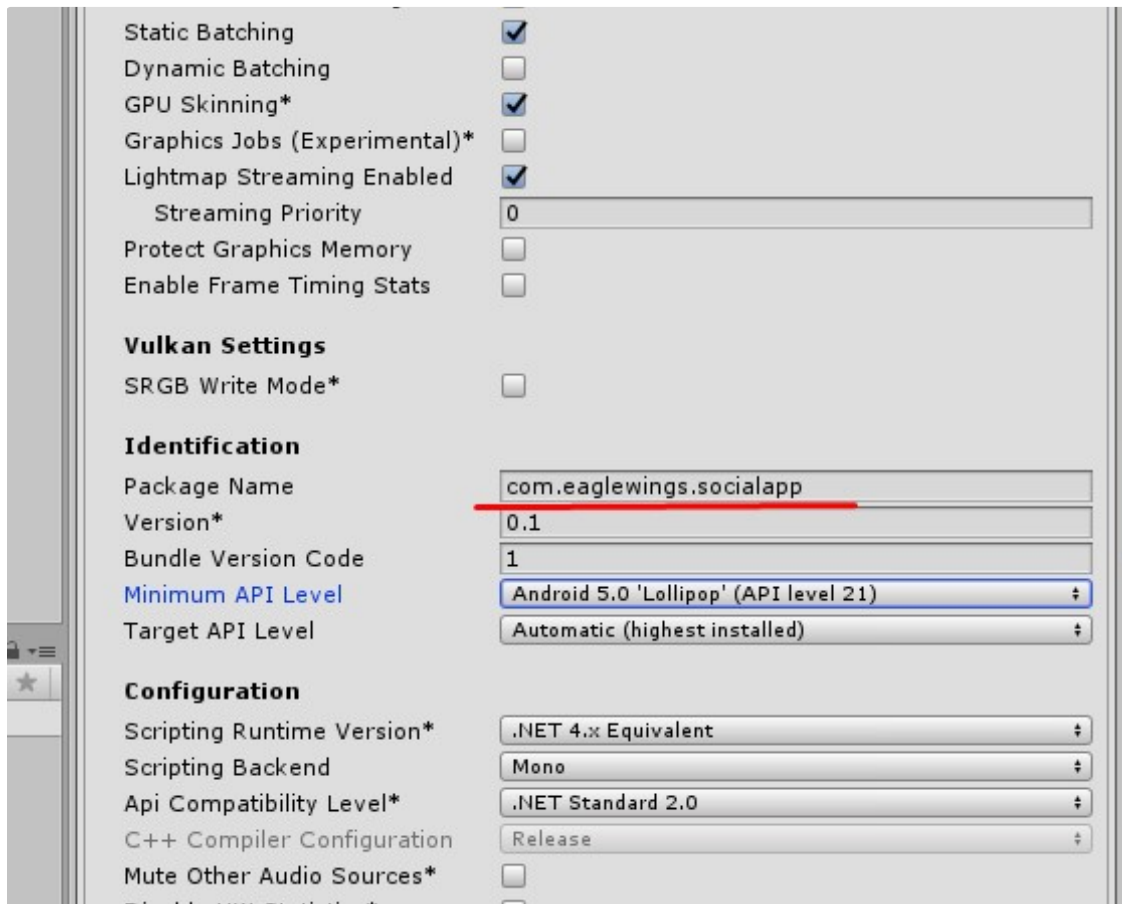
6. Go to Firebase console and create new project

7. Navigate to Setting->Project Setting

And setup iOS and Android app

Download **google-services.json** for android and **GoogleService-Info.plist** for iOS and drop it into projects Assets folder (Root folder)
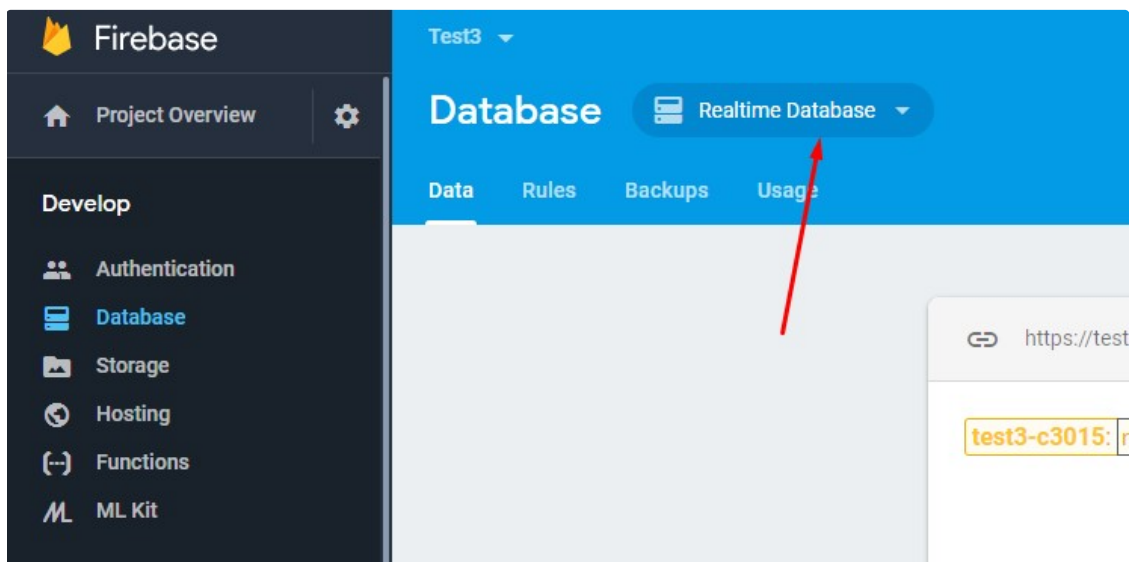
8. Navigate to **Authentication->Singn-in method** and enable Email/Password provider
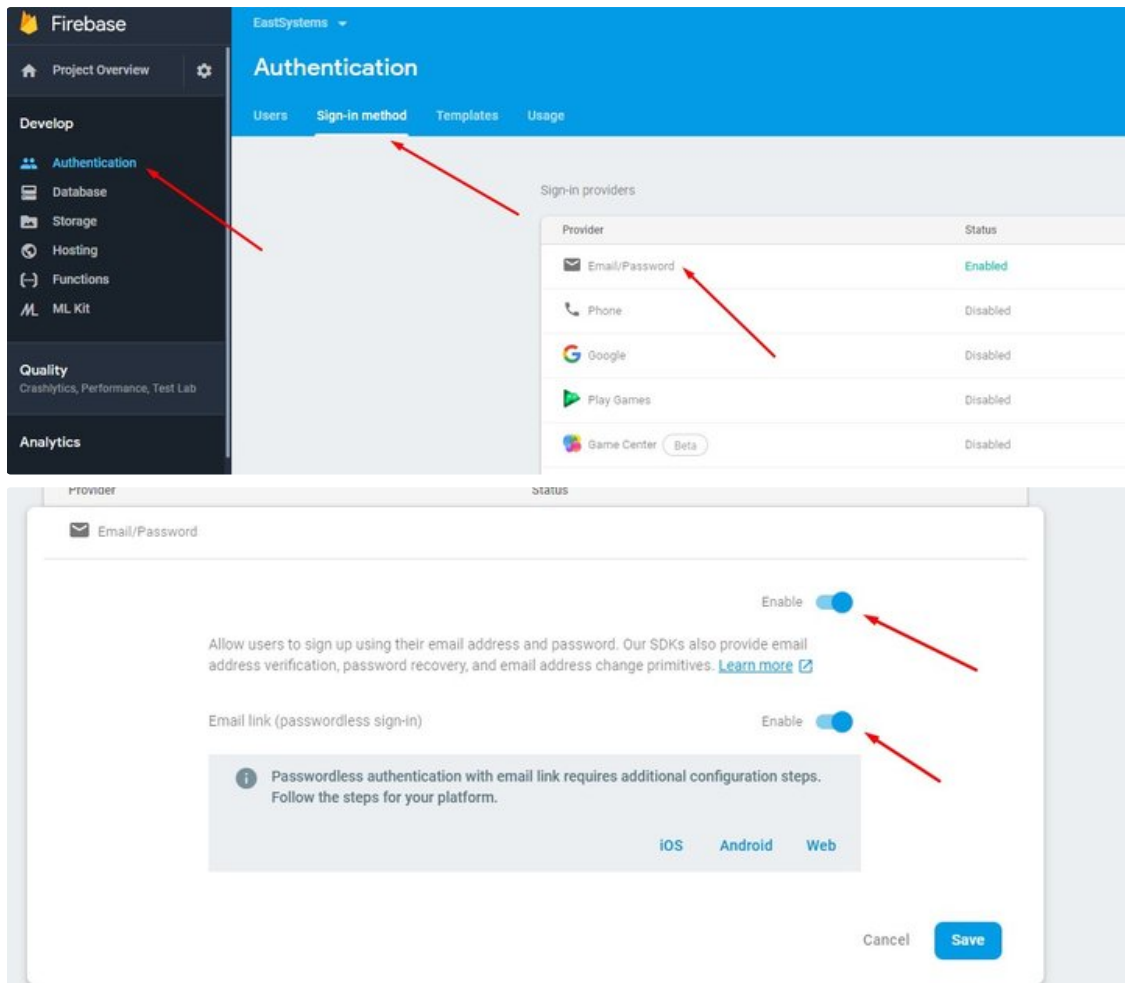
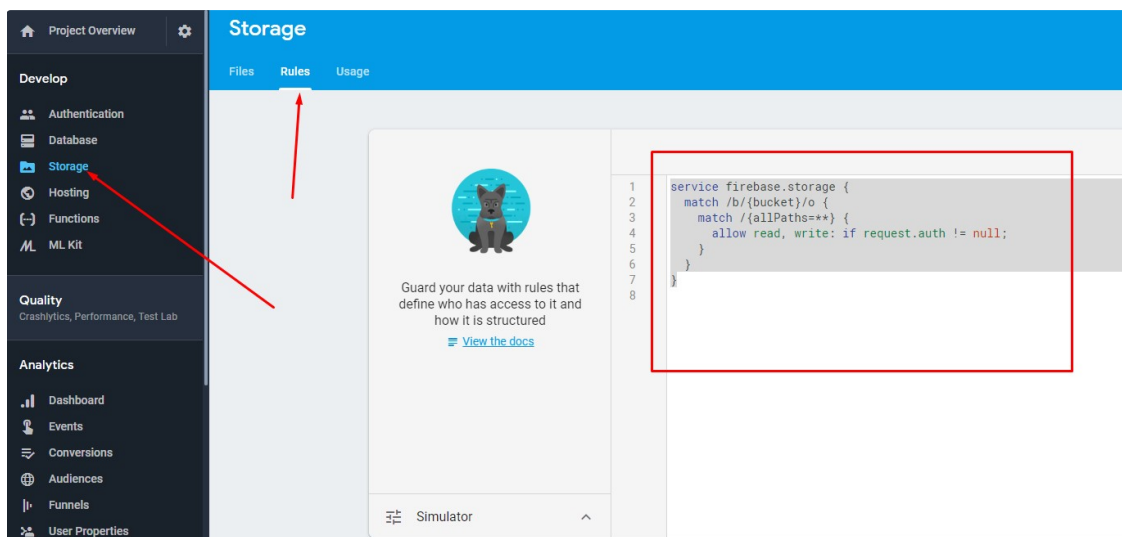9.Navigate to Database create/select **RealtimeDatabase**

10. Navigate to **Database->Rules** and copy/paste this code

```
{
  "rules": {
      "Users" : {
        ".indexOn": ["FullName", "LastName", "FirstName", "Phone", "NickName"]
      },
      ".read": "auth != null",
      ".write": "auth != null"
    }
}
```


11. Navigate to **Storage->Rules** and copy/paste this code

```
service firebase.storage {
  match /b/{bucket}/o {
    match /{allPaths=**} {
      allow read, write: if request.auth != null;
    }
  }
}
```


12. You can check all tutorials step in video
Easy Profile System Project Setup - YouTube