Project Documentation

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Live Chat App

Target customers: CUNY Students

1. Planning Stage

Steps

- ☑ ~~Come up with name for project~~
- ☑ ~~Choose languages (Swift with Firebase)~~
- ☑ ~~Create a GitHub directory~~
- ☑ ~~Install dependencies (Firebase: Auth & Firestore)~~
- ☑ ~~Build front-end chat interface (SwiftUI)~~
- ☑ ~~Sign-in & Sign-up page~~
- ☐ Chat infrastructure (User Interface)
- ☐ Connect to back-end
- ☐ A form to register new users and authenticated old users
- ☐ Create contacts or groups. (Messenger)
- ☐ Logo for our app
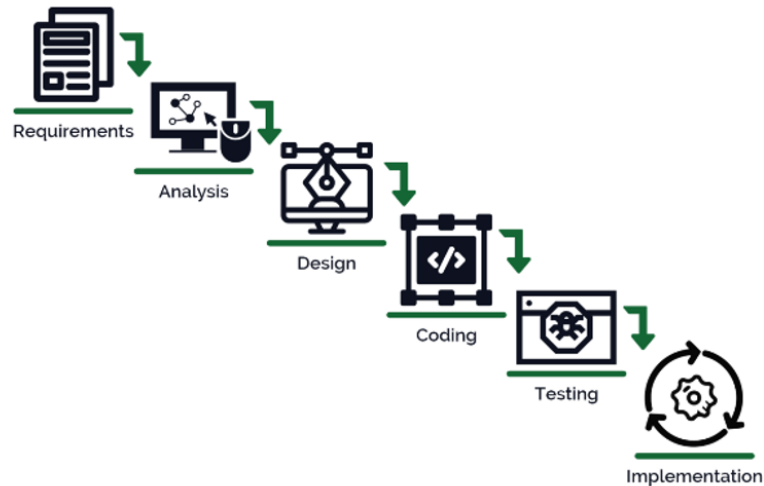
Current phase: Coding

Notes

- Our team will be using React to build our app
  - We will need to install and learn how to use React and its packages
- User messages will be saved using cookies
  - Store in FireBase cloud service
- Think about some features like customer feedback, attaching gifs and pictures, and dark mode.
  - // Feel like this is gonna be a lot of work. Why don't we just keep it simple? Answer: we will see if we can finish this, also i think it comes with the packages i'm not sure
- We will use firebase to build our chat app
- Admin:
  - Login: dedicated account for admin to login and make changes/edit.
- Users:
  - Login: Users can login with their credentials.
  - Home: Contact/friends list and suggested friends.

- ○ Chats: Users can see their own recent chat history. Dedicate 'Start New Message' button.
- ○ Add friends: User can add each other by searching username.
- References:
  - ○ ▶ Complete SwiftUI Firebase Tutorial: Auth, Sign Up Page…

2. Quality assurance stage

3. User documentation

https://firebase.google.com/docs/ios/installation-methods?hl=en&authuser=0

```
Copied the link
```

Via Xcode

Swift Package Manager support requires Xcode 12.5 or higher.

1. If migrating from a CocoaPods-based project, run `pod deintegrate` to remove CocoaPods from your Xcode project. The CocoaPods-generated `.xcworkspace` file can safely be deleted afterward. If you're adding Firebase to a project for the first time, this step can be ignored.

2. In Xcode, install the Firebase libraries by navigating to **File > Add Packages**

3. In the prompt that appears, select the Firebase GitHub repository:

```
https://github.com/firebase/firebase-ios-sdk.git
```

4. Select the version of Firebase you want to use. For new projects, we recommend using the newest version of Firebase.

5. Choose the Firebase libraries you want to include in your app.

```
Copy this bundle id
```
Com.livechat.kombuchat

we registered out app

Now we put that copy in our xcode folder with the kombuchat

Install cocoapods with 'sudo gem install cocoapods'

Cd to your folder and the use 'pod init'
Inside the new pod file is where we specify the firebase sdk and
any 3rd party libraries we want to add to our xcode

https://firebase.google.com/docs/ios/setup#available-pods

Service or Product	Pods	SwiftPM Libraries	Add Analytics?
AdMob	pod 'Google-Mobile-Ads-SDK'	N/A	✓
Analytics	pod 'Firebase/Analytics'	FirebaseAnalytics	✓
App Check	pod 'Firebase/AppCheck'	FirebaseAppCheck	
App Distribution	pod 'Firebase/AppDistribution'	FirebaseAppDistribution	
Authentication	pod 'Firebase/Auth'	FirebaseAuth	
Cloud Firestore	pod 'Firebase/Firestore'	FirebaseFirestore	
Cloud Functions for Firebase Client SDK	pod 'Firebase/Functions'	FirebaseFunctions	
Cloud Messaging	pod 'Firebase/Messaging'	FirebaseMessaging	✓
Cloud Storage	pod 'Firebase/Storage'	FirebaseStorage	
Crashlytics	pod 'Firebase/Crashlytics'	FirebaseCrashlytics	✓
Dynamic Links	pod 'Firebase/DynamicLinks'	FirebaseDynamicLinks	✓
In-App Messaging	pod 'Firebase/InAppMessaging'	FirebaseInAppMessaging	✓

Chose the cloud firestore

These are available classes we can use
"
Use code " pod 'Firebase/Firestore' "

How to install dependencies?
Add this package into your program https://github.com/firebase/firebase-ios-sdk.git
- FirebaseAuth
- FireStore
- FirebaseStorage

4. Release