**Create Flutter App**

flutter create teamplayerweb

flutter build web

flutter channel stable // current Dart Stable V3.5.4

flutter upgrade

**Build for WEB**

Flutter build Web

files are built to built/web"

**Deploy App to WEB**

firebase deploy

**Firebase**

Flutter pub add cloud\_firestore

**Create firebase web application**

Create web app in console

Enable “Setup Firebase hosting” option

**Register firebase SDK in Flutter**

In SDK config select “CDN” option

Copy script

const firebaseConfig = {  
    apiKey: "AIzaSyAnySvXbn8R1pYZ3m1Z-mGMQ6fCD5nu16o",  
    authDomain: "teamplayerwebapp.firebaseapp.com",  
    projectId: "teamplayerwebapp",  
    storageBucket: "teamplayerwebapp.firebasestorage.app",  
    messagingSenderId: "34204010890",  
    appId: "1:34204010890:web:11130a6c0b51b30896a073",  
    measurementId: "G-G218EXR3V8"  
  };

Paste in index.html file in web/index.html inside <body><script>

<body>

  <script src="https://www.gstatic.com/firebasejs/9.0.0/firebase-app.js"></script>

  <script src="https://www.gstatic.com/firebasejs/9.0.0/firebase-auth.js"></script>

  <script src="https://www.gstatic.com/firebasejs/9.0.0/firebase-firestore.js"></script>

  <script src="flutter\_bootstrap.js" async></script>

  <script>

const firebaseConfig = {  
  apiKey: "AIzaSyCt11xu6g1Rn7oE5ttdhnQ8O6akHzPQGQ4",  
  authDomain: "teamplayerwebapp-7b64f.firebaseapp.com",  
  projectId: "teamplayerwebapp-7b64f",  
  storageBucket: "teamplayerwebapp-7b64f.firebasestorage.app",  
  messagingSenderId: "189003661618",  
  appId: "1:189003661618:web:b0ebdd4a6a070f73c8172b",  
  measurementId: "G-W04FRKWKXE"  
};

    firebase.initializeApp(firebaseConfig);

  </script>

**download & install node.js**

npm will not work

**Install firebase**

Npm install firebase

npm install -g firebase-tools

firebase experiments:enable webframeworks

firebase login --no-localhost

firebase projects:list // test CLI

Firebase init

**FlutterFire**

dart pub global activate flutterfire\_cli //Install FlutterFire CLI

flutterfire configure // creates firebase\_options.dart

**Firebase Hosting**

firebase init hosting

firebase deploy

**Main.dart**

Future<void> main() async {

  try {

    WidgetsFlutterBinding.ensureInitialized();

    await Firebase.initializeApp(

      options: DefaultFirebaseOptions.currentPlatform,

    );

    runApp(MyApp());

  } catch (e) {

    print("Error: $e");

  }

}

**Set Firebase Database rules in**

[TeamplayerWebApp - Cloud Firestore - Rules - Firebase console](https://console.firebase.google.com/project/teamplayerwebapp/firestore/databases/-default-/rules)

**Only user signed into app can read DB:**

// Allow read/write access on all documents to any user signed in to the application

service cloud.firestore {

match /databases/{database}/documents {

match /{document=\*\*} {

allow read, write: if request.auth != null;

}

}

}

**Anyone can Read**

// Allow read/write access on all documents to any user signed in to the application

service cloud.firestore {

match /databases/{database}/documents {

match /{document=\*\*} {

allow read, write: if true;

}

}

}

**Debug**

Press cntr + shift + In chrome

Launch app with flutter run -d chrome

Open DevTools on Web Browser