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Pre-requisites

Flutter Recipe App

Our project is a recipe app built using Flutter, a popular cross-platform framework for building mobile applications. The app aims to provide users with a comprehensive platform for discovering, sharing, and planning meals. Here's a brief description of the features:

Recipes: Users can access a collection of recipes, each containing details such as ingredients, preparation steps, and optionally, reference videos.

Videos for Reference: Users can watch instructional videos associated with recipes to aid in their cooking process.

Community Section: This section allows users to engage with each other by posting their own recipes, commenting on others' recipes, and fostering a sense of community around cooking.

Meal Planner: Users can plan their meals by selecting recipes from the app and adding them to their personal meal planner. This feature helps users organize their cooking schedule and shopping list.

Firebase Integration: The app is integrated with Firebase, a comprehensive platform provided by Google for building mobile and web applications. Firebase is used for various functionalities such as storing recipe data, managing user-generated content in the community section, storing user-specific data like meal plans, and handling authentication and security.

Hardware Requirements:

Processor: Dual-Core 2GHz or equivalent

RAM: 8GB or Higher

Operating system: Windows 7 or newer, or Linux machine

Software Requirements:

Flutter SDK:

Download and install the Flutter SDK, which includes the Flutter framework, Dart SDK, and various command-line tools for developing Flutter apps.

Integrated Development Environment (IDE):

Choose an IDE for Flutter development. Popular options include:

Visual Studio Code (VS Code) with the Flutter and Dart plugins.

Android Studio with the Flutter plugin.

IntelliJ IDEA with the Flutter plugin.

Firebase Account:

Sign up for a Firebase account if you haven't already. You'll need this to create a Firebase project, set up Firestore for storing data, Firebase Storage for storing media files like videos, and possibly Firebase Authentication for user authentication.

Firebase Tools:

Install the Firebase command-line tools (firebase-tools) for interacting with Firebase services from the command line. You'll use this for tasks like deploying your app and managing Firebase services.

Flutter Packages and Plugins:

firebase_core
cloud_firestore
firebase_storage
video_player
flutter/material.dart
flutter/cupertino.dart
flutter_svg
cached_network_image
provider
flutter_bloc or riverpod
fluttoast
url_launcher

Dependencies:

Configure dependencies in your Flutter project's pubspec.yaml file for packages like firebase_core, cloud_firestore, firebase_storage, and any other packages you may need for video playback, UI components, state management, etc.