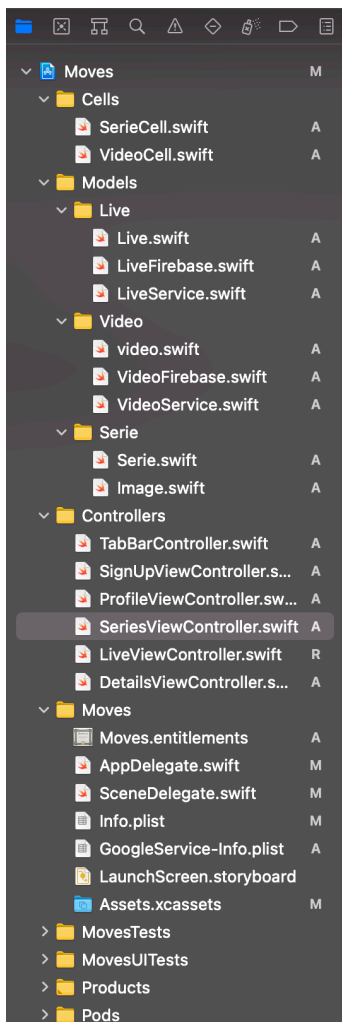# Getting started with the template

Technologies used:

- iOS 13.2
- UIKit
- Video Player (AvKit)
- Firebase firestore, storage, auth
- Sign In With Apple
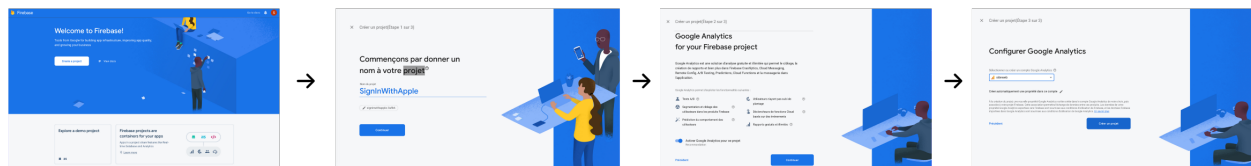- Swift 5

The project is following a MVC pattern, the controllers are mainly native tableviews and tableviews with custom cells.
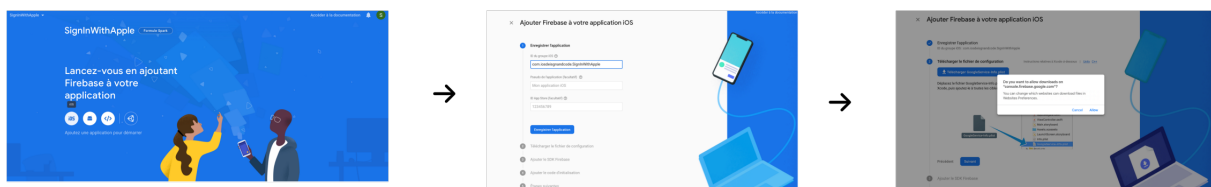
How to install the app with your own Firebase Backend:

Create a project on Firebase

Go to the [Firebase website,](#) sign up for a new account, and create a new project following the steps suggested by Firebase.

Add the iOS app to your Firebase project

After you create a new project, you now need to install the SDK to your iOS project. Go ahead and click on iOS and follow the steps Firebase asks you to fulfil:
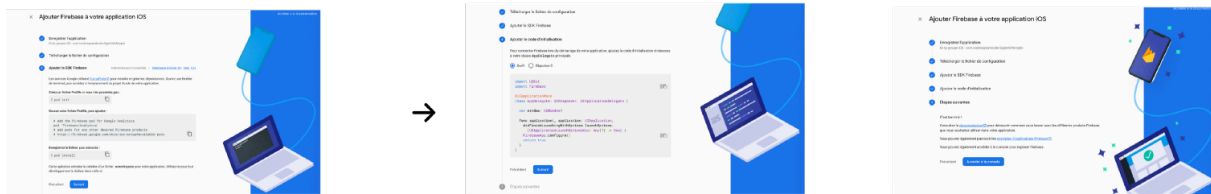

Grab the [Bundle Identifier](#) from the Xcode project under general and paste it.

Download the GoogleService-Info-plist and drag the file into your Xcode folder

The cocoapods installation

Before you continue reading, make sure to install cocoapods, by simply running the line below on your terminal. You can also find more information on [cocoapods' official website.](#)

[sudo] gem install cocoapods

Open your terminal application, write *cd* and drag the project folder (Moves) next to it, then hit enter. On the next line write *pod install*, hit enter and you will see the installation going on, like this:
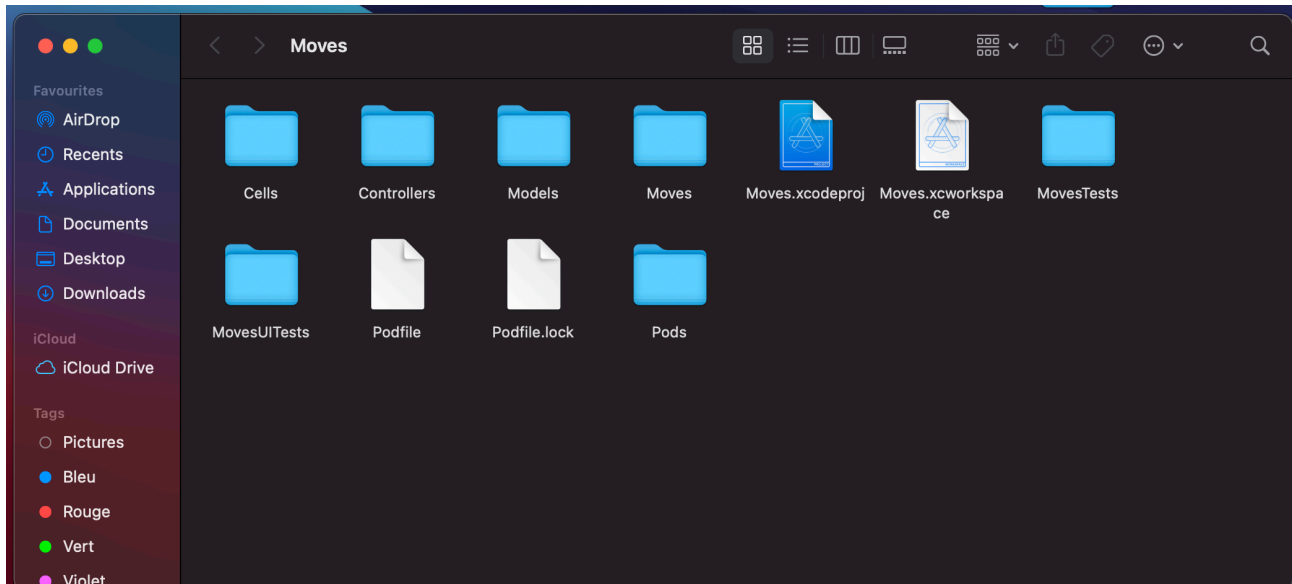

Screenshot from the terminal application

Great! You have successfully installed the necessary pods from Firebase, now close your Xcode project and go back to your project folder (Moves). A new file will have appeared ending with *.xcworkspace*:
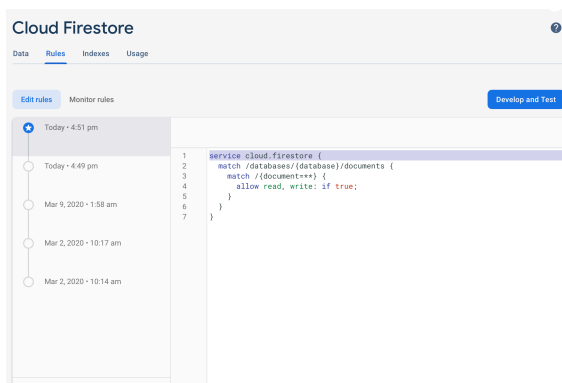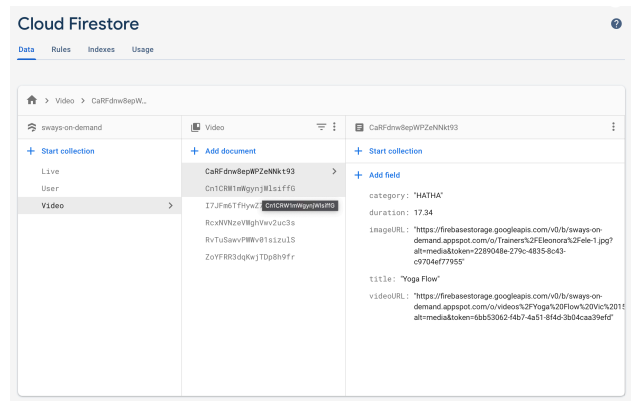

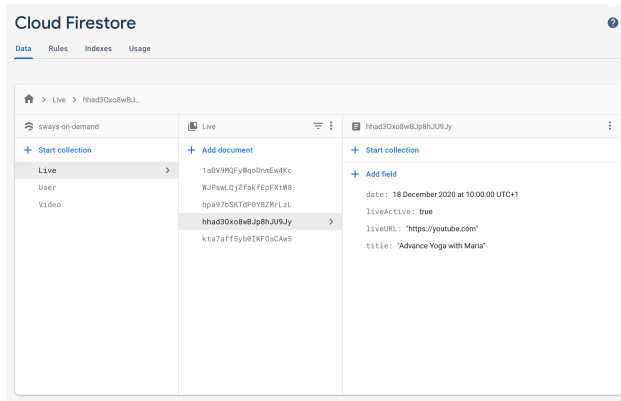**Use only this file (.xcworkspace) from now on**

That's it! You have successfully linked the Firebase SDK to the iOS project. Now you're ready to add your own data and upload your content:

But first, you need to set up a few things:

- Go to Authentication > Sign-in method > Enable Apple provider

- Change your rules in Cloud Firestore as followed:

Now, you can add your data to Firebase, make sure to respect the same structure as the code (name the data exactly as following unless you change the naming inside the Xcode project):

Collection Video:

- category (string)

- Duration (number)

- imageURL (string)

- videoURL (string)

- title (string)

Collection Live:

- liveURL (string)

- title (string)

- liveActive (Boolean)

- date (Timestamp)

If you need further supports or any help to publish the app on the App Store or set up a membership paywall, don't hesitate to contact me at hello@sullivandecarli.com