

PhotoSell app reskin guidelines

Create a unique bundle identifier for the app

IOS:

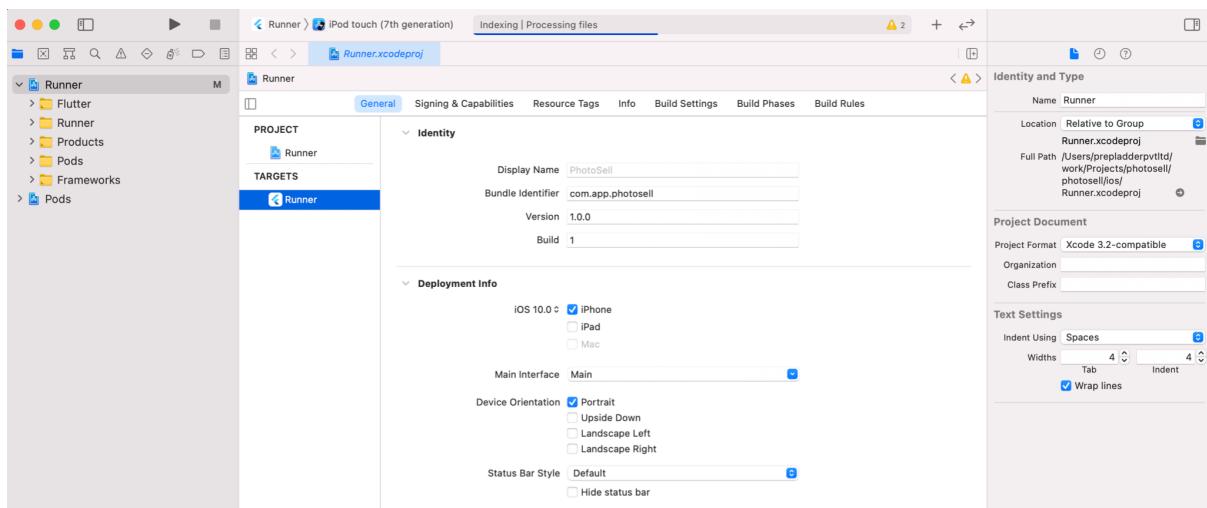
Go to developer.apple.com and login using credentials

Follow the instructions given in the link below to create bundle identifier

<https://www.appcodezip.com/2020/05/app-id.html>

Make sure you select the “Apple login” option capabilities section

Now replace the bundle identifier with your own created bundle identifier as shown in below screenshot



Android:

Go to <https://play.google.com/console> and login using credentials

Create your app using the new package name. Now replace the package with your own created package name as shown in below screenshot. There will be two files where you need to change the package name.

1. AndroidManifest.xml
2. build.gradle

```

<manifest xmlns:android="http://schemas.android.com/apk/res/android"
    package="com.app.photosell">
    <!-- io.flutter.app.FlutterApplication is an android.app.Application that
        calls FlutterMain.startInitialization(this); in its onCreate method.
        In most cases you can leave this as-is, but you if you want to provide
        additional functionality it is fine to subclass or reimplement
        FlutterApplication and put your custom class here. -->
    <uses-permission android:name="android.permission.INTERNET" />

    <application
        android:name=".io.flutter.app.FlutterApplication"
        android:label="PhotoSell"
        android:usesClearTextTraffic="true"
        android:icon="@mipmap/ic_launcher">
        <activity
            android:name=".MainActivity"
            android:launchMode="singleTop"
            android:theme="@style/LaunchTheme"
            android:configChanges="orientation|keyboardHidden|keyboard|screenSize|smallestScreenSize|locale|layoutDirection|fontScale|screenLayout"
            android:hardwareAccelerated="true" />
    
```

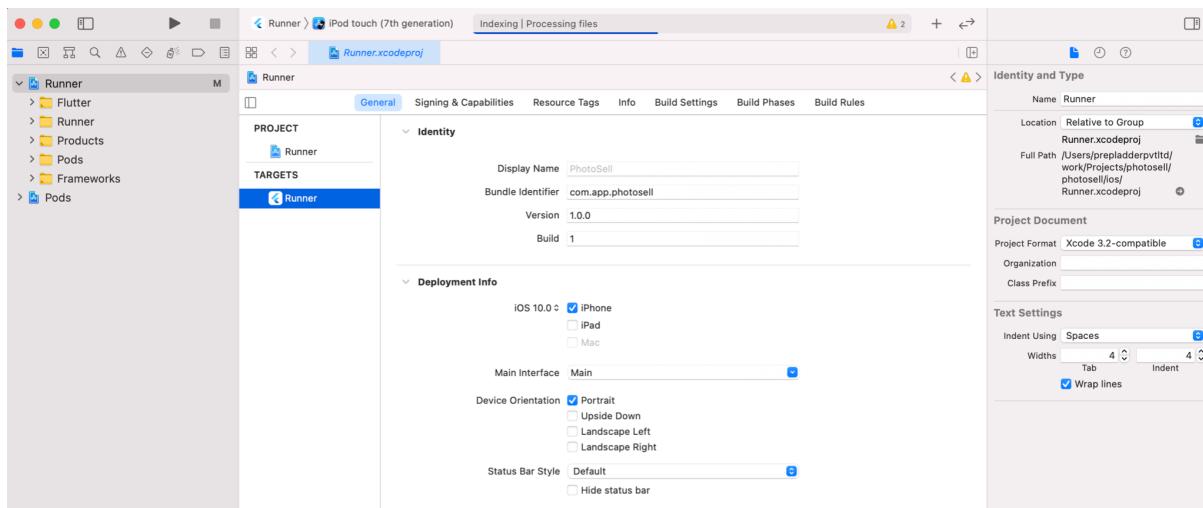
```

    <applicationId "com.app.photosell"
        minSdkVersion 16
        targetSdkVersion 28
        versionCode flutterVersionCode.toInt()
        versionName flutterVersionName
        testInstrumentationRunner "androix.test.runner.AndroidJUnitRunner"
        multiDexEnabled true
    
```

Change App Name

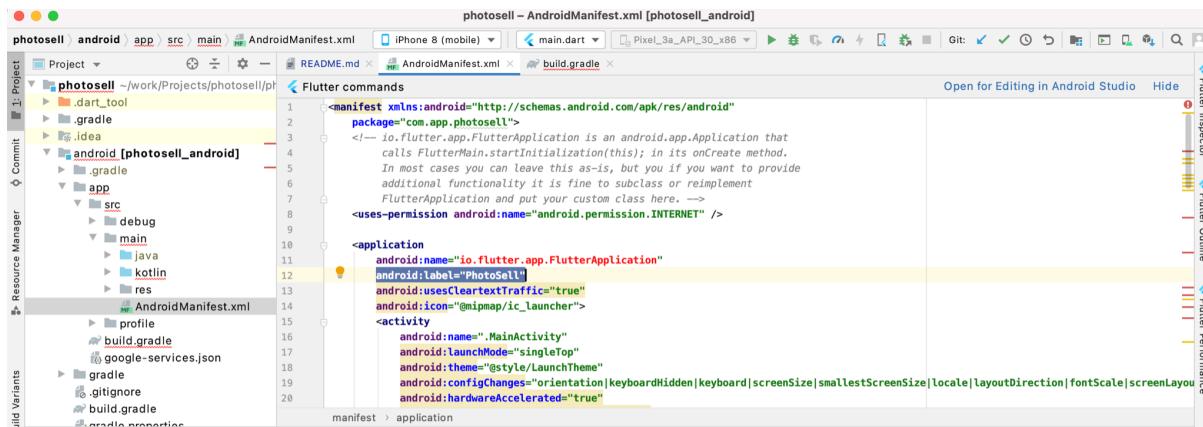
IOS:

1. Go to project and then go to ios folder and open it in xcode
2. Add new app name in display name field
3. Please refer to below screenshot



Android:

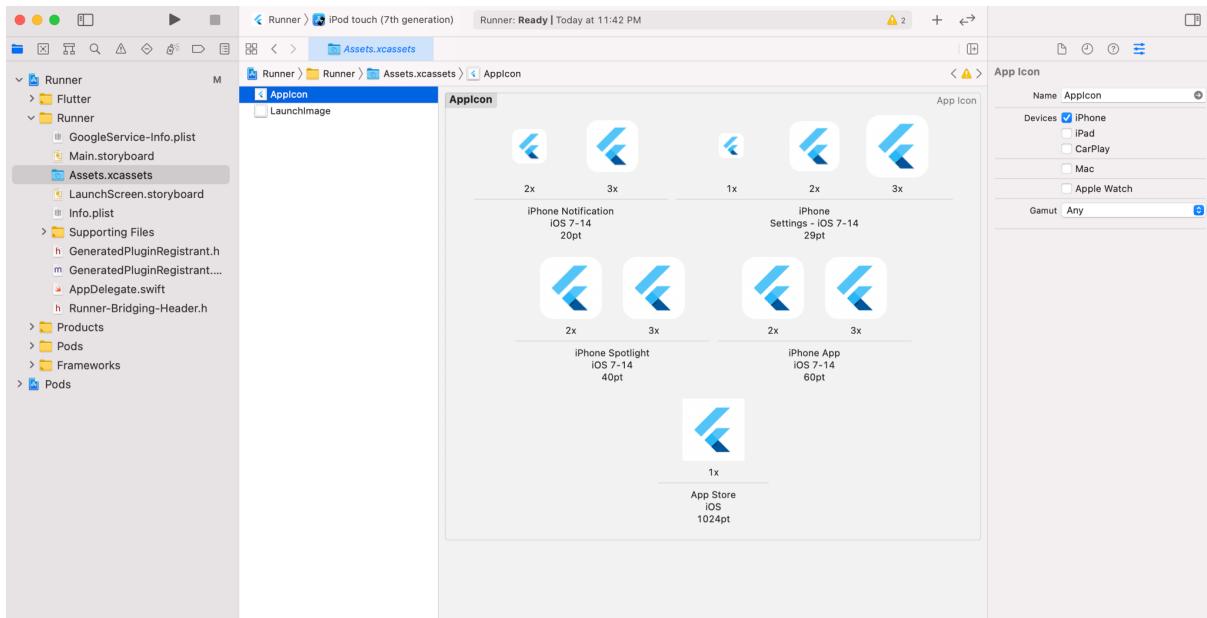
1. Go to project and then open folder in sequence android -> app -> src -> main -> AndroidManifest.xml
2. Add new app name in android:label in application tag
3. Please refer to below screenshot



Change app icon

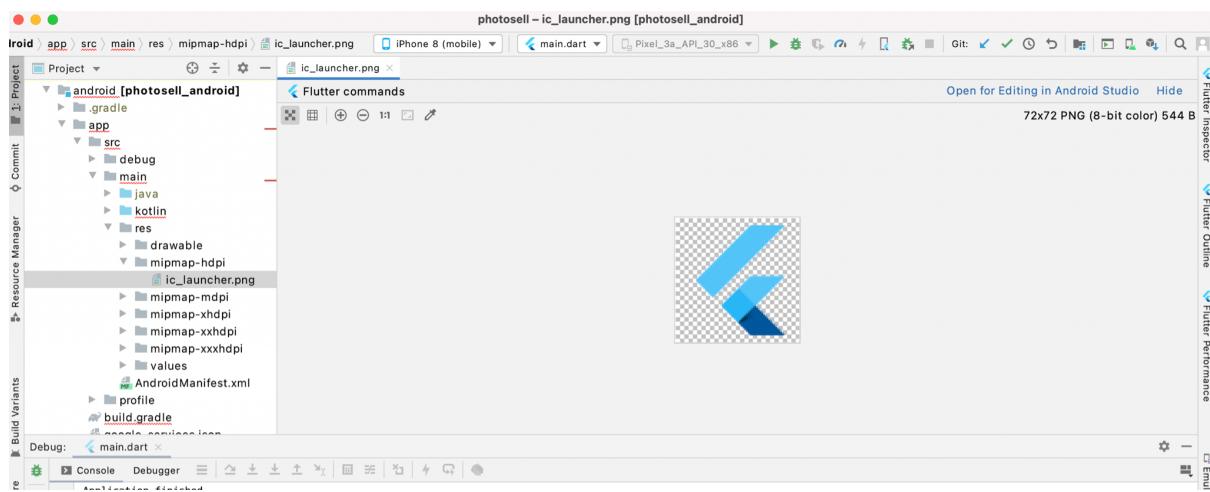
iOS:

Go to “Assets.xcassets” folder and replace app icon as shown in below screenshot



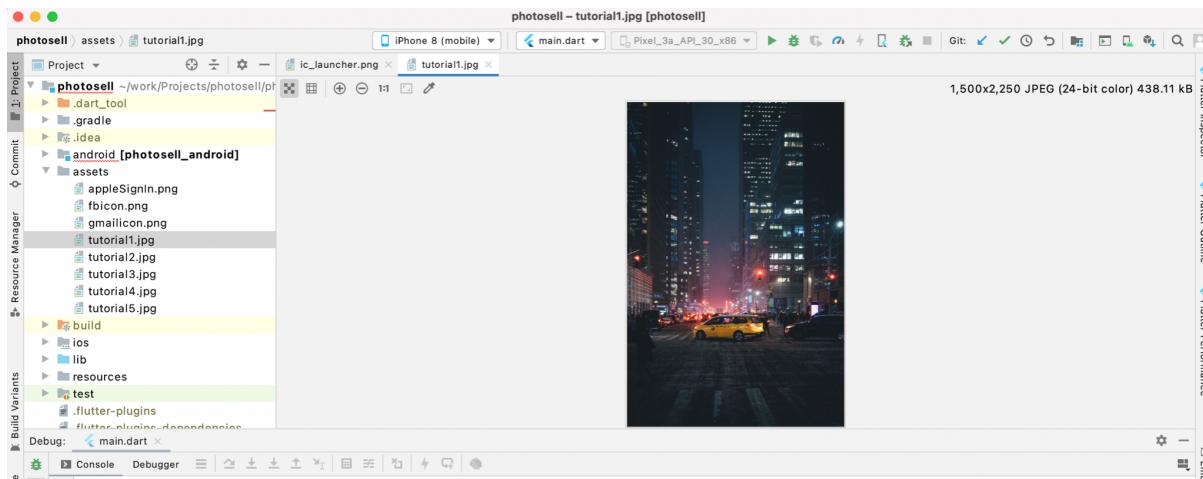
Android:

1. Go to project and then open folder in sequence android -> app -> src -> main -> res
2. There will be folders like mipmap-hdpi, mipmap-mdpi etc. Replace icons in these folders as shown in the below screenshot.

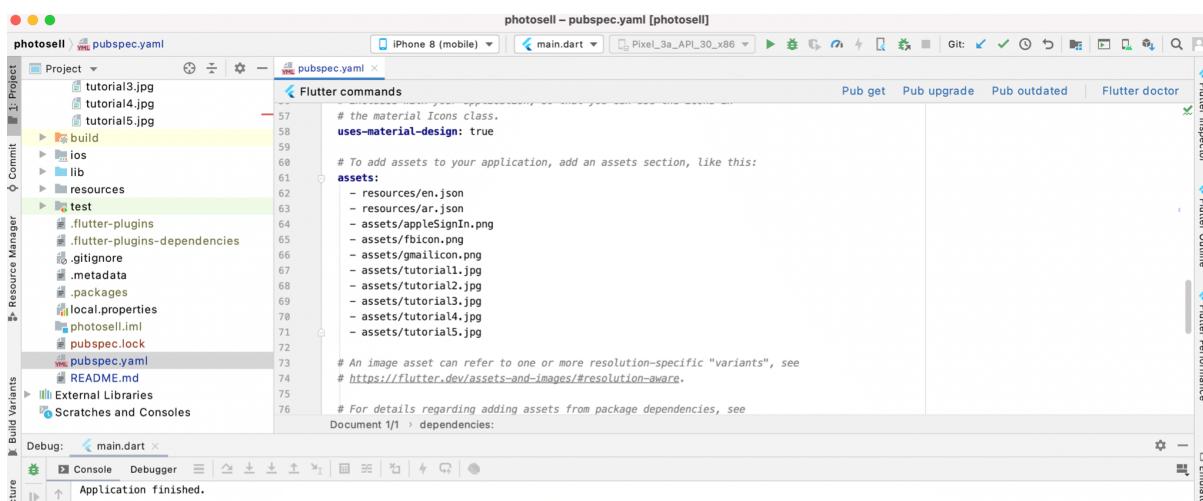


Change app graphics

Change graphics in the assets folder of the project. Please refer to the screenshot below.



After changing graphics in the assets folder, please make changes in pubspec.yaml file as shown in below screenshot.



Change/Add app dependencies

In order to change/add any required plugin/dependencies, please specify it in pubspec.yaml file. Please refer below screenshot

```

photosell - pubspec.yaml [photosell]
version: 1.0.0+1
environment:
  sdk: ">2.1.0 <3.0.0"
dependencies:
  flutter:
    sdk: flutter
  flutter_localizations:
    sdk: flutter
# The following adds the CupertinoIcons font to your application.
# Use with the CupertinoIcons class for iOS style icons.
cupertino_icons: ^0.1.2
carousel_slider: ^2.3.1
flushbar: ^1.5.0
connectivity: ^0.4.6+2
http: ^0.12.2
shared_preferences: ^0.5.7+3
flutter_staggered_grid_view: ^0.3.2
intl: ^0.17.0

```

Change About us, privacy policy and share app url

Go to ConstantUtil.dart file

Replace the required URL and detail text as shown in screenshot below

```

class ConstantUtil {
  static String projectName = 'PhotoSell';
  static String serverError = "Something went wrong at server, please try again later.";

  static String privacyPolicyUrl = 'https://www.google.com';
  static String termsUrl = 'https://www.google.com';
  static String aboutUs = 'https://www.google.com';
  static String disclaimerUrl = 'https://www.google.com';
  static String yourAppLinkForSharing = 'https://www.google.com';

  static bool isLoggedIn;
  static String selectedLanguage;
}

```

Change Text messages, App UI Texts

All UI Text and app messages are mentioned in resource files like en.json (For English).

You can replace texts from this file. Please refer to the screenshot below.

```
{  
    "continue_text": "Continue",  
    "welcome_text": "Welcome",  
    "email_text": "Email",  
    "password_text": "Password",  
    "login_text": "Login",  
    "forgotPQ_text": "Forgot Password?",  
    "forgotP_text": "Forgot Password",  
    "noAccount_text": "Don't have an account? ",  
    "signUp_text": "Sign Up",  
    "enterEmail_text": "Please enter your email",  
    "validEmail_text": "Please enter valid email",  
    "enterPassword_text": "Please enter your password",  
    "invalidLogin_text": "Invalid login credentials.",  
    "cancelled_text": "CANCELED BY USER",  
    "editProfile_text": "Edit Profile",  
    "name_text": "Name",  
    "bio_text": "Bio",  
    "phone_text": "Phone",  
    "country_text": "Country",  
    "photosSold_text": ""  
}
```

Setup social logins

1. Google login setup

For Google Sign in on both Android and IOS platform in flutter, please follow detailed instructions from below link:

<https://medium.com/flutterdevs/google-sign-in-with-flutter-8960580dec96>

There are two files which are required as mentioned below:

Android: google-services.json

IOS: GoogleService-Info.plist

2. Facebook login setup

First, go to <https://developers.facebook.com/apps/> and click on the “Add a New App” button. This will bring up a dialog that guides you through creating a new app ID.

Create a New App ID

Get started integrating Facebook into your app or website

Display Name

Swift Senpai Integration Demo

Contact Email

Used for important communication about your app

By proceeding, you agree to the [Facebook Platform Policies](#)

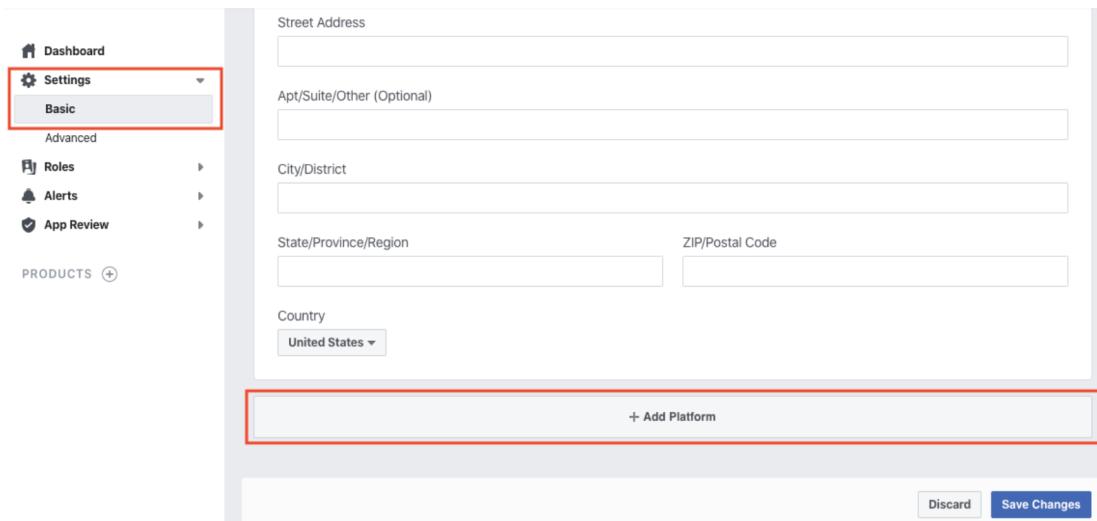
Cancel

Create App ID

Go ahead and enter your app name into the “*Display Name*” field and enter your email address into the “*Contact Email*” field. After that click “*Create App ID*” to proceed.

This should bring you to your app dashboard page.

At the left panel of the dashboard page, click on *Settings → Basic*, scroll to the bottom of the page and click on the “*Add Platform*” button, select *iOS/Android* as your platform.

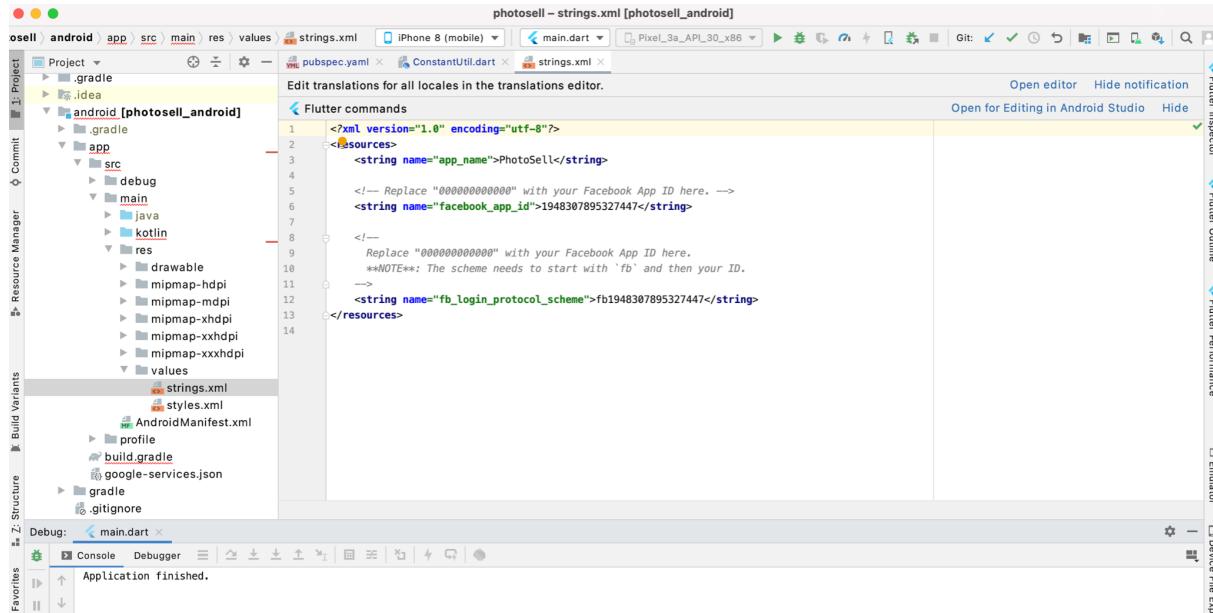


For Facebook login on both Android and IOS platform in flutter, please follow detailed instructions from below link:

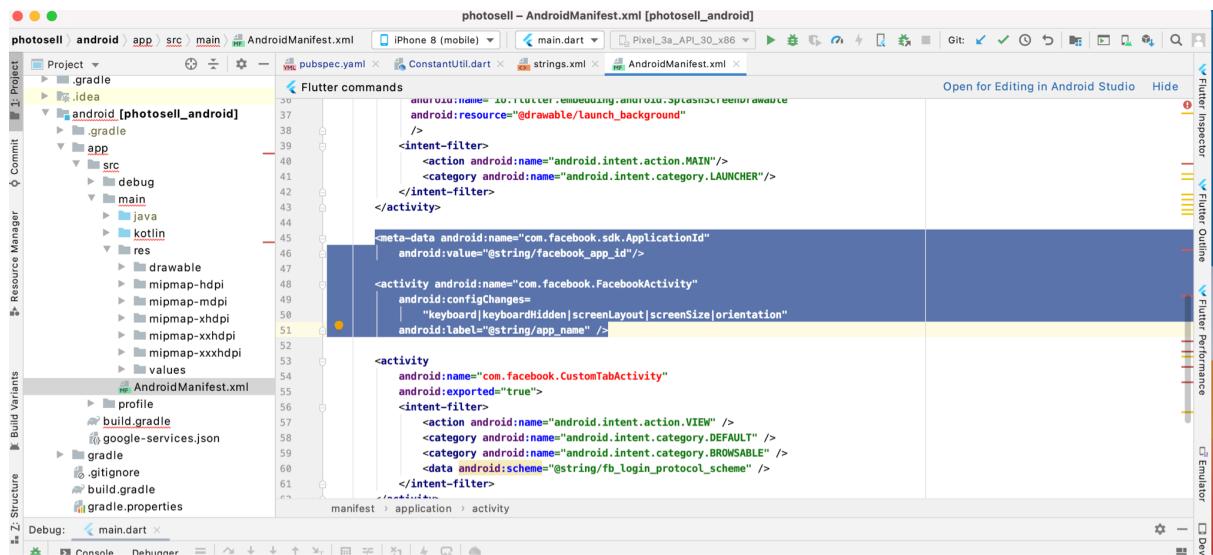
<https://medium.com/flutter-community/flutter-facebook-login-77fcd187242>

Android:

create strings.xml file as shown in screenshot below. Here you can replace your app facebook id and name.

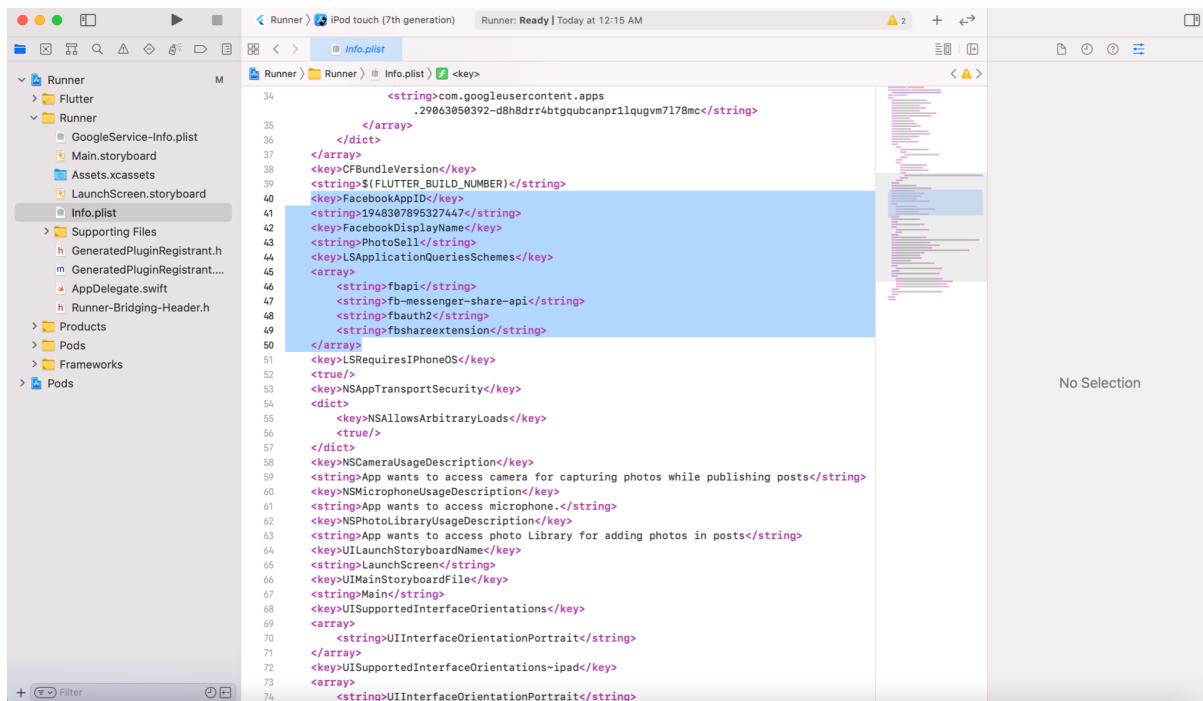


Add these lines in your AndroidManifest.xml, please refer below screenshot:



iOS:

Open your info.plist file as source code and append the code mentioned in below screenshot. Replace your facebook id and name.



```
<key>com.googleusercontent.apps<br/><string>.29863050392-d8h8dr4btgqubcanpr1lqugvm7178mc</string></array></dict><key>CFBundleVersion</key><string>$(FLUTTER_BUILD_NUMBER)</string><key>FacebookAppID</key><string>194830789532747</string><key>FacebookDisplayName</key><string>PhotoSell</string><key>LSApplicationQueriesSchemes</key><array><string>fbapi</string><string>fb-messenger-share-api</string><string>fbauth2</string><string>fbshareextension</string></array><key>LSRequiresiPhoneOS</key><true/><key>NSAppTransportSecurity</key><dict><key>NSAllowsArbitraryLoads</key><true/></dict><key>NSCameraUsageDescription</key><string>App wants to access camera for capturing photos while publishing posts</string><key>NSMicrophoneUsageDescription</key><string>App wants to access microphone.</string><key>NSPhotoLibraryUsageDescription</key><string>App wants to access photo Library for adding photos in posts</string><key>UILaunchStoryboardName</key><string>LaunchScreen</string><key>UIStoryboardMainFile</key><string>Main</string><key>UISupportedInterfaceOrientations</key><array><string>UIInterfaceOrientationPortrait</string></array><key>UISupportedInterfaceOrientations-ipad</key><array><string>UIInterfaceOrientationPortrait</string>
```

Create in app purchase id's for packages in admin panel

Go to itunes connect and create your own in app products as give in below link

<https://www.raywenderlich.com/122144/in-app-purchase-tutorial>

<https://docs.microsoft.com/en-us/xamarin/ios/platform/in-app-purchasing/in-app-purchase-basics-and-configuration>

While creating the in app purchase ids you will choose the price that you want to set for a package

After creating the in app purchase id , enter that in app purchase id in package detail whenever you will create a new package. Please refer to screenshot below

Safari File Edit View History Bookmarks Window Help

Fiver / Inbox Dashboard Learn via videos app reskin guidelines - Google D... how to create bundle identifier in ios 2020 - Goo... Apple Developer Create Package

Admin

Image Selling

Dashboard Administrators Users Post Packages Competition Payment Request

Create Package

Name

Price

Coin Available

In App Purchase Id Ios enter you in app purchase id here

In App Purchase Id Android

Is Default No

Status Active

Save

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Version 2.0



The screenshot shows a web application for managing packages, specifically for iOS purchases. The left sidebar contains navigation links for Dashboard, Administrators, Users, Post, Packages, Competition, and Payment Request. The main content area is titled 'Create Package' and includes fields for Name, Price, Coin Available, In App Purchase Id (Ios and Android), Is Default (set to No), and Status (set to Active). A 'Save' button is at the bottom. The bottom of the screen shows the Mac OS X dock with various application icons.