Crear proyecto

Crear Assets

Copiar Assets

Referenciar carpetas en pubspec.yaml

Referencias de paquetes

**Soporte movil y web**

# soporte movil y web

cupertino\_icons: ^0.1.2

path\_provider: ^1.6.11

sqflite: ^1.1.5

flutter\_webview\_plugin: ^0.3.8

image\_picker: ^0.6.7+12

share: ^0.6.3+1

esys\_flutter\_share: ^1.0.2

flutter\_plugin\_pdf\_viewer: ^1.0.7

barcode\_scan: ^2.0.1

flutter\_map: ^0.9.0

**Soporte Movil**

# solo soporte a movil

flutter\_cupertino\_localizations: ^1.0.1

yaml: ^2.2.0

provider: ^3.1.0

http: ^0.12.0+2

autocomplete\_textfield: ^1.7.3

shared\_preferences:

flutter\_datetime\_picker: 1.4.0

flutter\_charts: ^0.1.10

font\_awesome\_flutter: 8.0.1

url\_launcher: ^5.7.6

#flushbar: ^1.9.1

charts\_flutter: ^0.8.1

bubble\_chart: any

pie\_chart: any

fl\_animated\_linechart: ^1.0.0

dynamic\_theme: 1.0.1

location: ^3.0.2

mercadopago\_sdk: 1.2.0

flutter\_icons: ^1.1.0

video\_player: ^1.0.0

curved\_navigation\_bar: ^0.3.4

path: ^1.7.0

Paquetes especiales

# google firebase

firebase\_storage:

firebase\_database:

cloud\_firestore:

firebase\_auth: ^0.18.3

mapbox\_gl:

Configuracion

En Archivo app/src/build.gradle

Sección : defaultConfig

minSdkVersion 20

multiDexEnabled true

Sección :buildTypes

eliminar las siguientes lineas

buildTypes {

release {

// TODO: Add your own signing config for the release build.

// Signing with the debug keys for now, so `flutter run --release` works.

signingConfig signingConfigs.debug

}

}