Project Setup Notes

Things that anyone should know if they're recreating Biteup. Also to remind me of stuff, lol.

Budget and Usage Limits

Our current gcloud budget is $30/month (that's for both dev and prod altogether)

Limits to be aware of
https://firebase.google.com/docs/firestore/quotas
https://firebase.google.com/docs/database/usage/limits
https://cloud.google.com/tasks/docs/quotas (also remember that each queue also has its own limits, check their config)

Services used

1. Firebase Authentication
2. Firebase Realtime Database
3. Cloud Firestore
4. Cloud Functions
5. Cloud Functions Logger SDK
6. Cloud Tasks (required making a Cloud App Engine)
7. Codepush
8. Google Maps Android API
9. Crashlytics
10. Firebase Performance Monitoring
11. MapKitJS
12. Firebase Hosting
13. Sendy
14. AWS SES

Server-side Gcloud and Firestore things

- Remember that there's a prod and dev database, so you'll need two gcloud projects with identical configurations.

- Ensure "One account per email address" is on in the Firebase Console

- I have a service account and have securely stored its config JSON. I set the accessibility settings of the manual HTTP functions (apart from the email verification ones) to allAuthenticatedUsers so that only that service account (and others, I guess) could call it. You don't really have to do this if you're making a dev project

https://medium.com/firebase-developers/how-to-schedule-a-cloud-function-to-run-in-the-future-in-order-to-build-a-firestore-document-ttl-754f9bf3214a

- For profile pictures, I'm using the [Resize Images plugin](#) with a scales size of 300 by 300 and a destination subdirectory of /scaled. It should delete on successful resize.

- All of my service locations are in us-central1. It might take some work if you want to change some of that for [functions](#) (and maybe other services too).

- I'm using Crashlytics (which requires manual enabling in the console) and Performance Monitoring.

- We're currently using 2 queues for GCP tasks: one for flare deletion and one for scheduled notifications

- The retry limit of my broadcast-ttl google task queue can be edited using these [instructions](#). We used default params though.

- Gonna need a compound index for friend recommendation queries

- The cloud functions make use of .env variables. Setting adding those to the function configs is all handled by you predeploy scripts, all you have to do is make a env.json file and fill it with the information mentioned in the env.json.example file (without the comments, though)

- You should set up [project liens](#) for you two environments like we did.

- You should also [set a budget](#) for your gcloud dev and prod projects.

- Followed [these steps](#) to facilitate keeping track of new users in a google sheet.

- Enable google sheets api

- https://console.developers.google.com/apis/api/sheets.googleapis.com/

- Set up daily RTBD backups

- Yeah, we use sendy. Good luck setting that up; that shit's a pain

- Also, side note, we use the gcp app [to get notifications](#) about prod errors in real time.