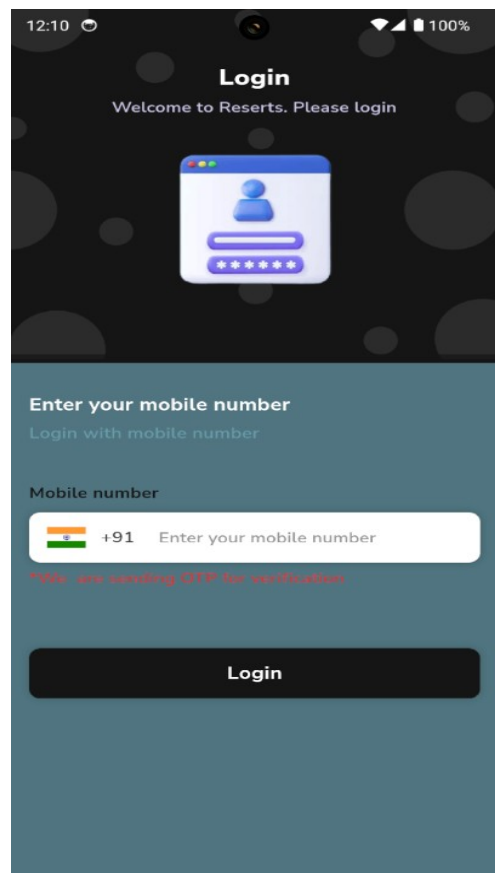**Reserts App Documentation**

Download the apk via the provided link here or you can scan the QR code.

After you download the apk you will be able to launch the app by going to your files and pressing on the apk after installation .

When the app launches you will see this screen

In this screen you will have to select your country and also put your mobile phone number , if its an already existing phone number it will push you to insert the code that will be send into your phone for verification , if not I will prompt you to created a new account

If you are running on an emulator for testing use test credential
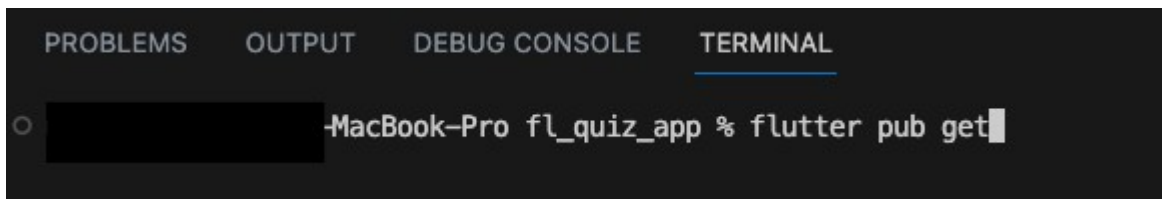number +306987654321 and authentication code 102030

Flutter App Setup

How to setup Flutter

- For setting up flutter we recommended to use Flutter official documentation

    - https://docs.flutter.dev/get-started/install Please visit this link
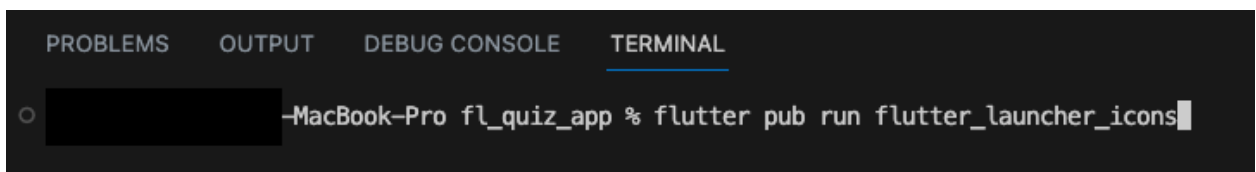
Common App Setup for Android & iOS

Change App Icon for Android and iOS both.

1. Replace your app icon with fl_quiz_app/assets/images/logo.png.

2. Run flutter pub get command in terminal.

3. Run flutter pub run flutter_launcher_icons command in terminal.

That's It. Your new icon is set.

API Setup in App

- Open fl_quiz_app/lib/utils/api_constant.dart file.

1. Set your naked url at line number 2.

```
1  ∨ class ApiConstants {
2      static String url = 'http://panel.reserts.com:8050/';
3      static String baseURL = 'http://panel.reserts.com:8050/api/v1/';
4      static String login = '${baseURL}login';
```

2. Set your api base url at line number 3.

```
1  ∨ class ApiConstants {
2      static String url = 'http://panel.reserts.com:8050/';
3      static String baseURL = 'http://panel.reserts.com:8050/api/v1/';
4      static String login = '${baseURL}login';
```

iii) Change Color of the App

- You can change the color of the app using fl_quiz_app/lib/utils/constant.dart file.

3) App Setup for Android

i) Change Package Name

- Open fl_quiz_app/android/app/build.gradle file. Change applicationId at line number 55 & namespace at line number 36.

```
53          defaultConfig {
54              // TODO: Specify your own unique Application ID (https://deve
55              applicationId "gr.emity.fl_quiz_app"
56              // You can update the following values to match your applicat
57              // For more information, see: https://docs.flutter.dev/deploy
58              minSdkVersion 24
```

```
android {
    namespace "gr.emity.fl_quiz_app"
    compileSdkVersion 34
    ndkVersion flutter.ndkVersion
```

- Open fl_quiz_app/android/app/src/main/kotlin/com/example/fl_quiz_app/MainActivity.kt and change package at line number 1.

```
1    package gr.emity.fl_quiz_app
2
3    import io.flutter.embedding.android.FlutterFragmentActivity
4
5    class MainActivity: FlutterFragmentActivity()
6    |
```
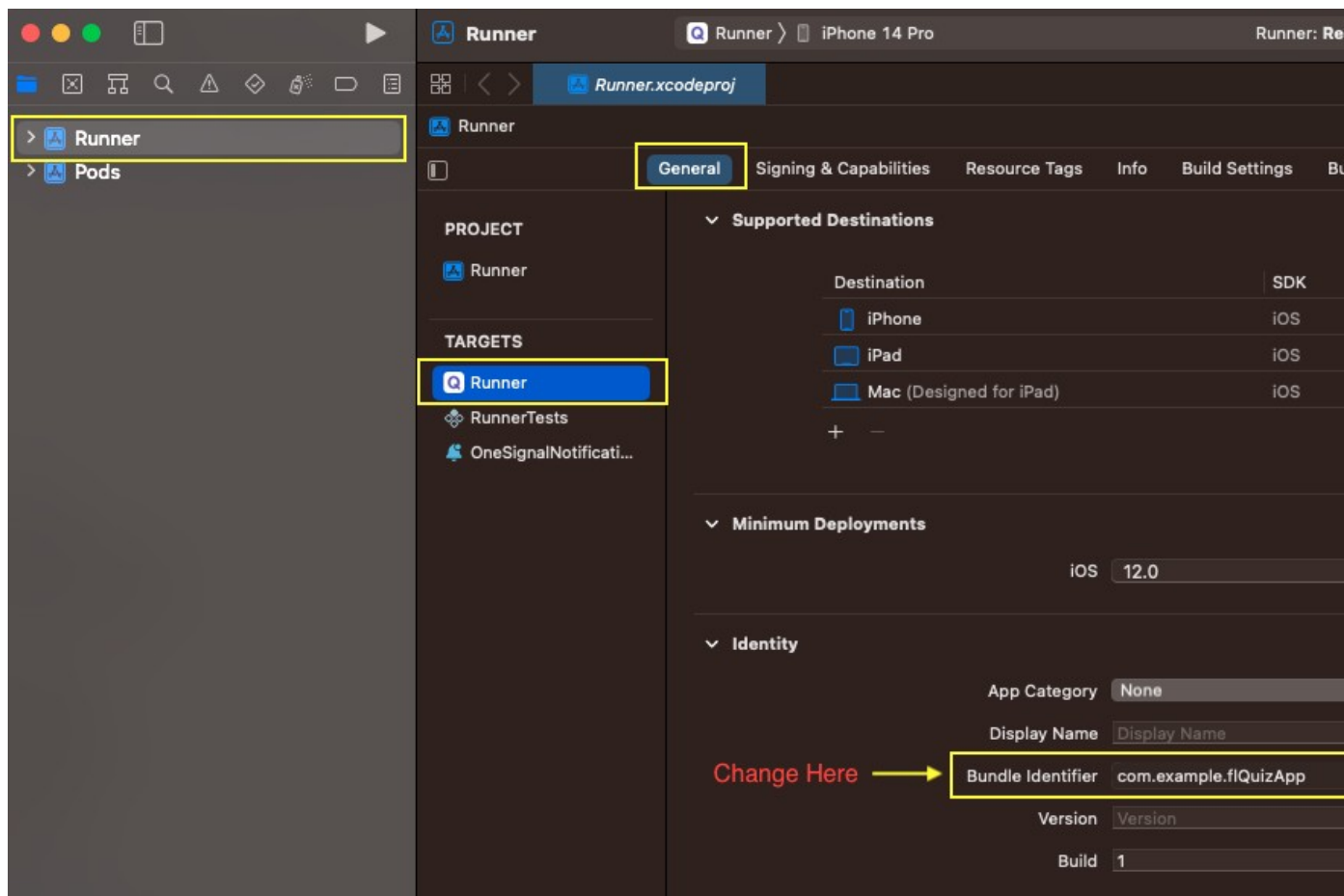
ii) Change App Name

1. Open fl_quiz_app/android/app/src/main/AndroidManifest.xml and change android:label at line number 4.

2. Open fl_quiz_app/lib/utils/constant.dart and change appName at line number 6.

```
4     <uses-permission android:name ="android.permiss
5     <application
6         android:label="Reserts"
7         android:name="${applicationName}"
8         android:icon="@mipmap/launcher_icon">
9         <activity
10            android:name=".MainActivity"
11            android:exported="true"
```

4) App Setup for iOS

i) Change Bundle Identifier

- Open fl_quiz_app/ios/ folder in xcode.
- Change Bundle Identifier at Runner > General

ii) Change App Name

- Open fl_quiz_app/ios/ folder in xcode.
- Change Display Name at Runner > General
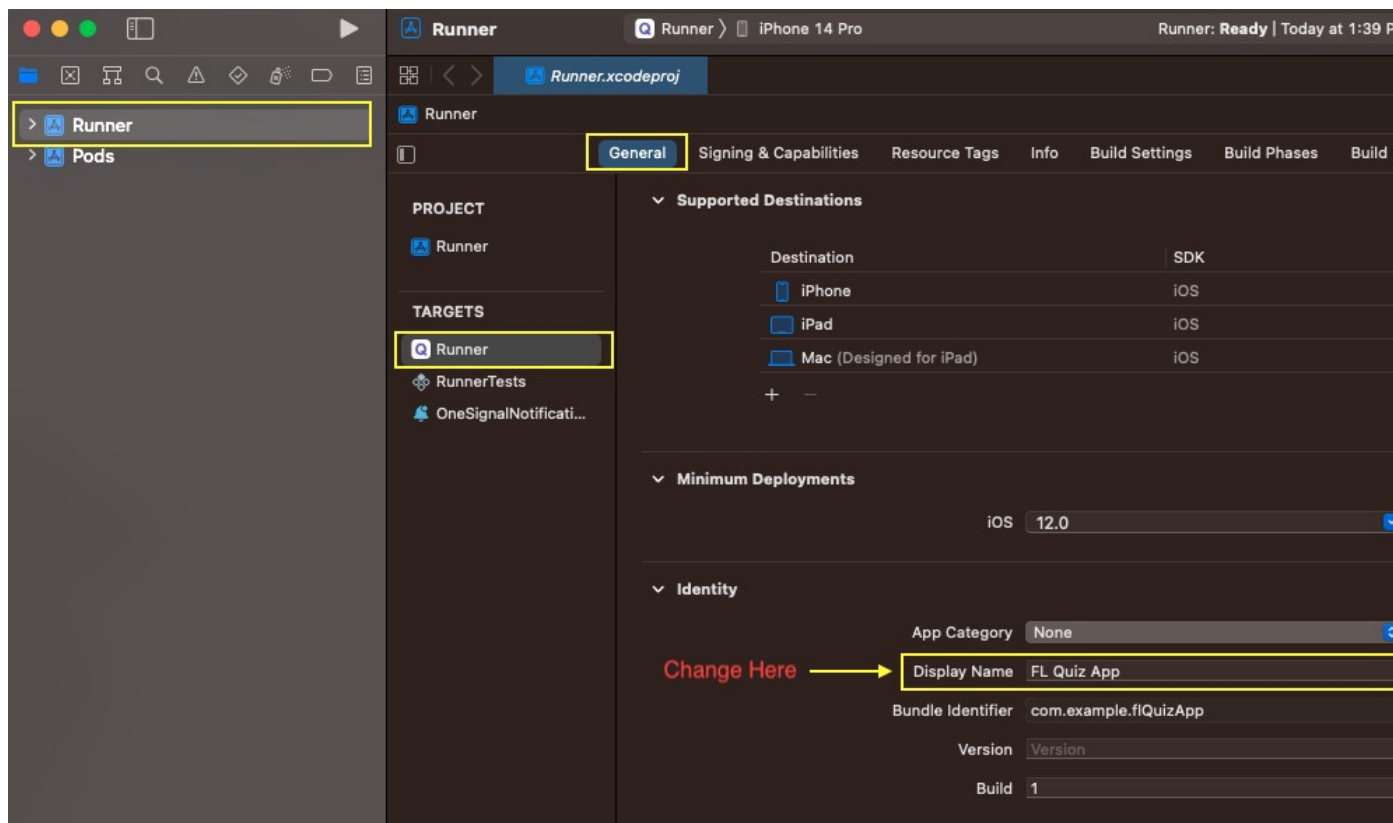
5) Firebase Setup for Mobile Authentication

i) Create a Firebase Project for Application.

- We use firebase for mobile authentication and notification.

- For creating a project on firebase follow below steps.

1. Open [firebase console](#).

2. Click on Create a project.

3. Now, Enter your project name (1), Check both checkboxes (2, 3) & Click on Continue(3).

Let's start with a name for your project ⑦

Enter your project name | ①

my-awesome-project-id

② ☑ I accept the Firebase terms ☑

③ ☑ I confirm that I will use Firebase exclusively for purposes relating to my trade, business, craft, or profession.

Continue | ④

4. Now, Switch on Enable Google Analytic for this project(1) & Click on Continue(2).

5. Now, Select your location(1), Check both checkboxes(2 & 3) & Click on Create project(4).

6. Please wait while the project is set up and when you see the Continue button then click on it..
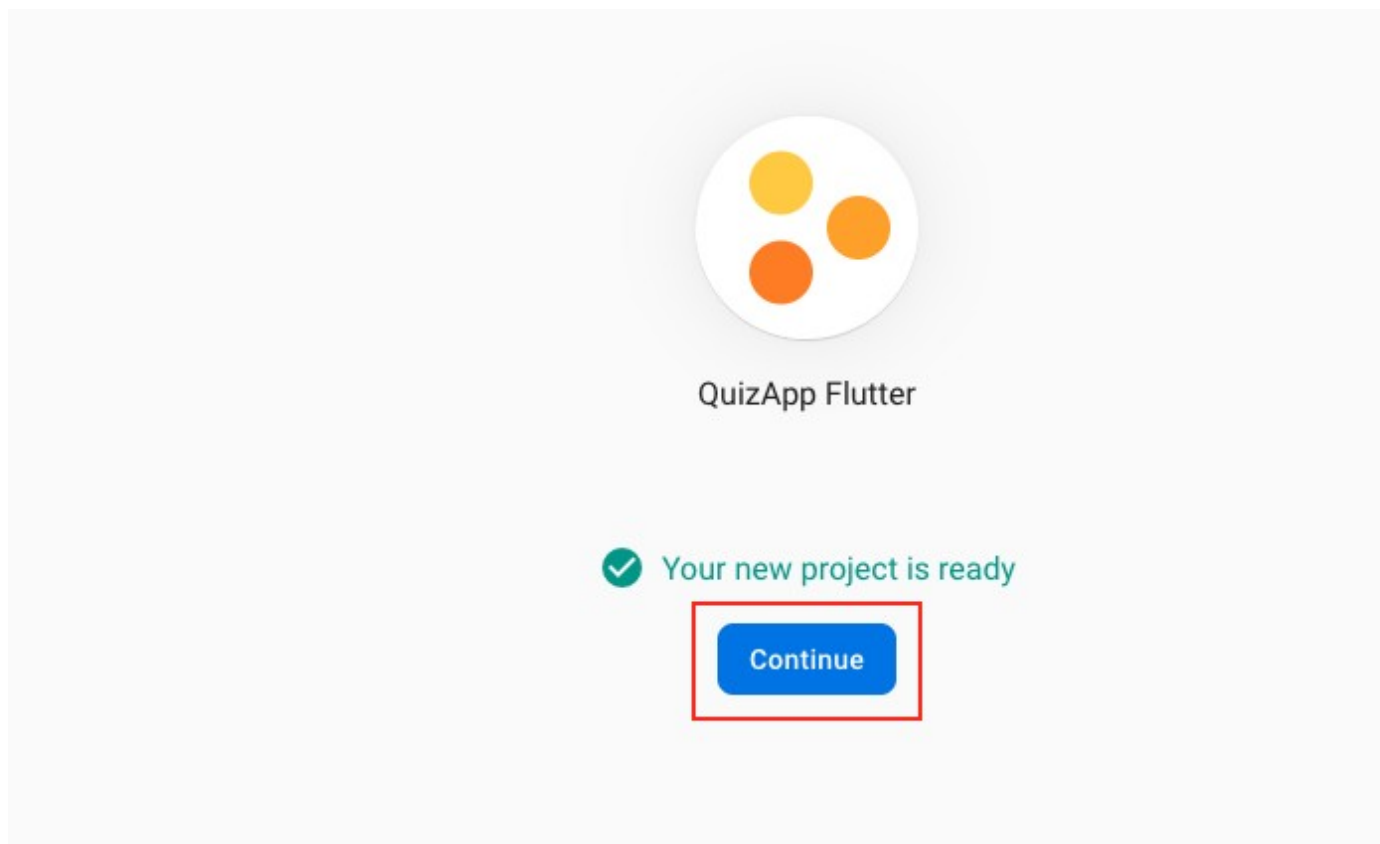
ii) Add an android app in the firebase project.

1. Login your firebase console, select your project and click on the android icon.

2. Add your android package name(Same as fl_quiz_app/android/app/build.gradle) and SHA-1 key. (If you don't know how to generate a SHA-1 key then please visit here).
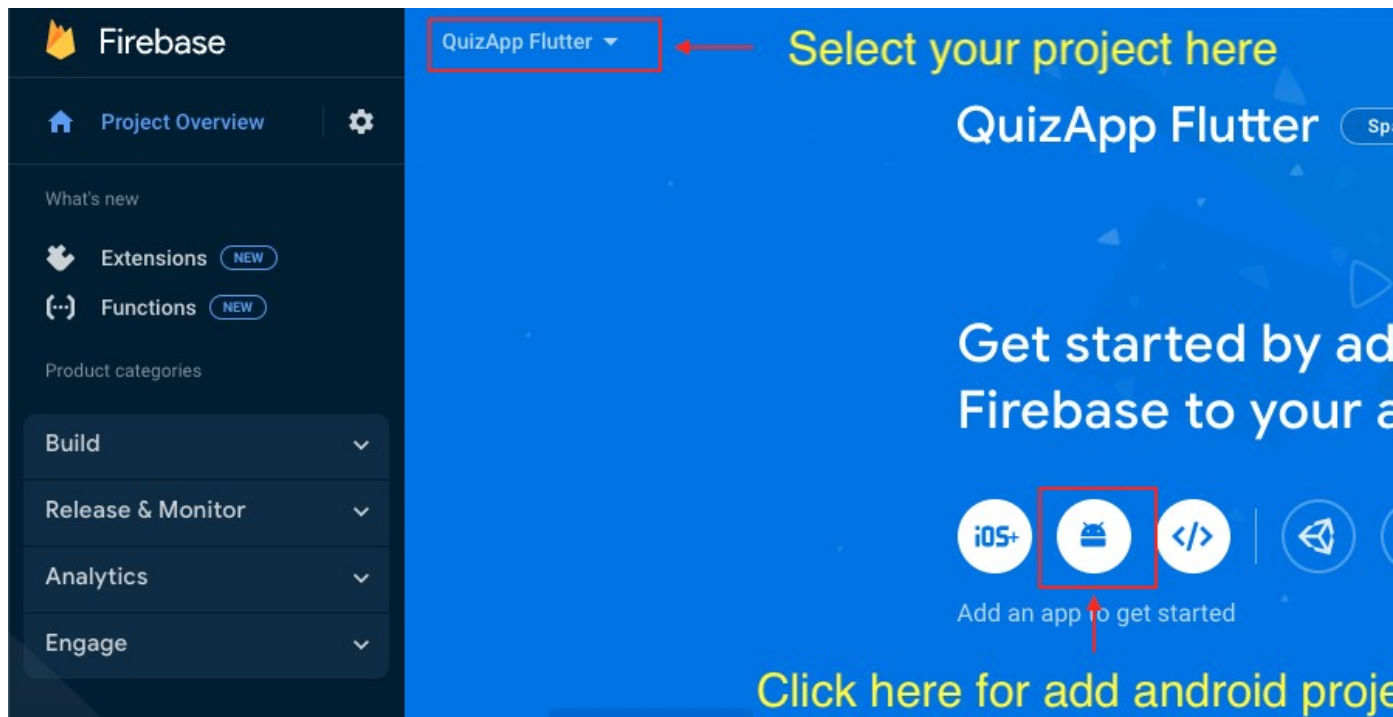
- After that Click on Register app.

3. Download google-services.json File and put it in the fl_quiz_app/android/app folder (Please be sure the file name is google-services.json). And Click on Next.
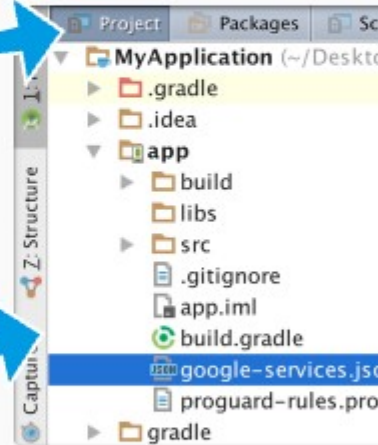
4. Skip Add Firebase SDK step (We already done it) and Click on Continue to console button.

That's it. You successfully added an android app to the firebase console.

iii) Add an iOS app in the firebase project.

1. Login your firebase console, select your project, click on Add app & click on the iOS icon.
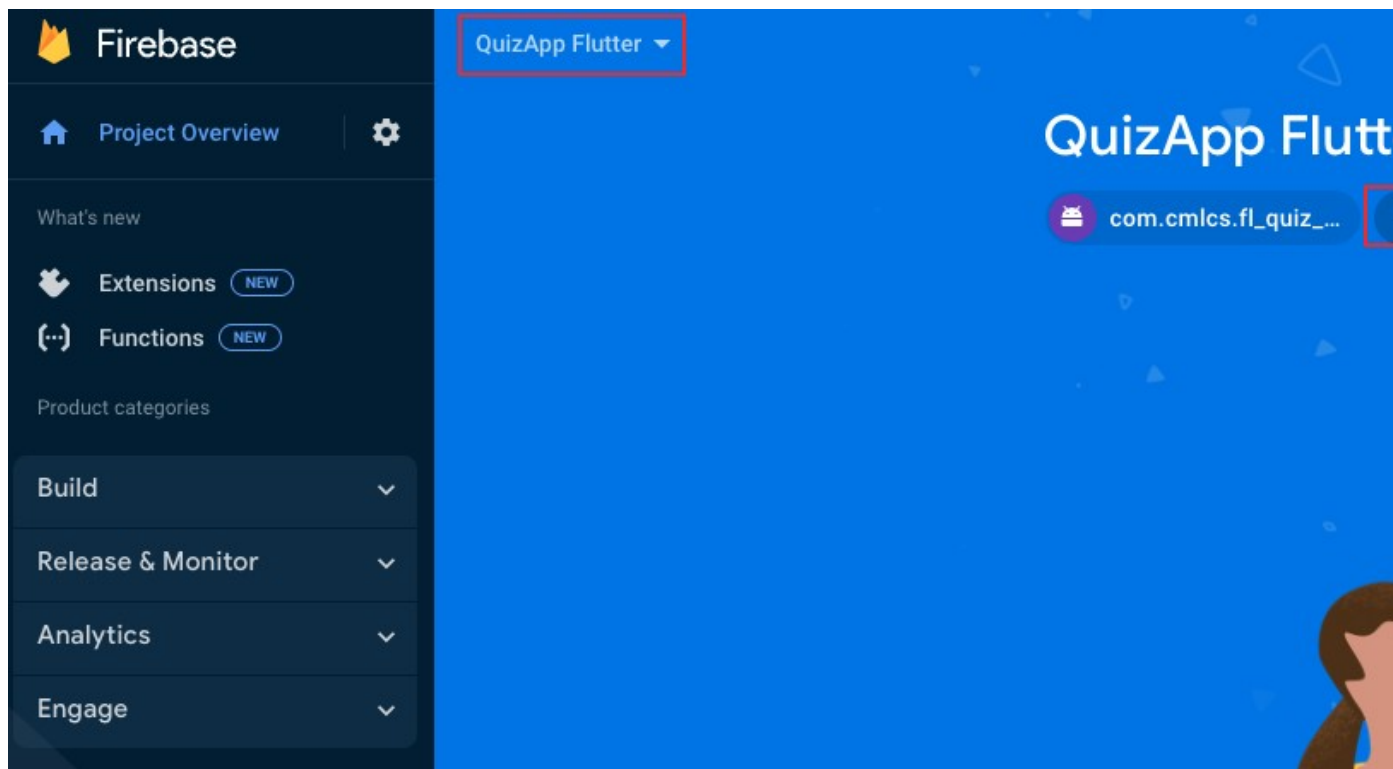
2. Add your iOS bundle id & click on Register app button.

3. Download GoogleService-Info.plist File and put it in the fl_quiz_app/ios/Runner folder (Please be sure the file name is GoogleService-Info.plist). And Click on Next.

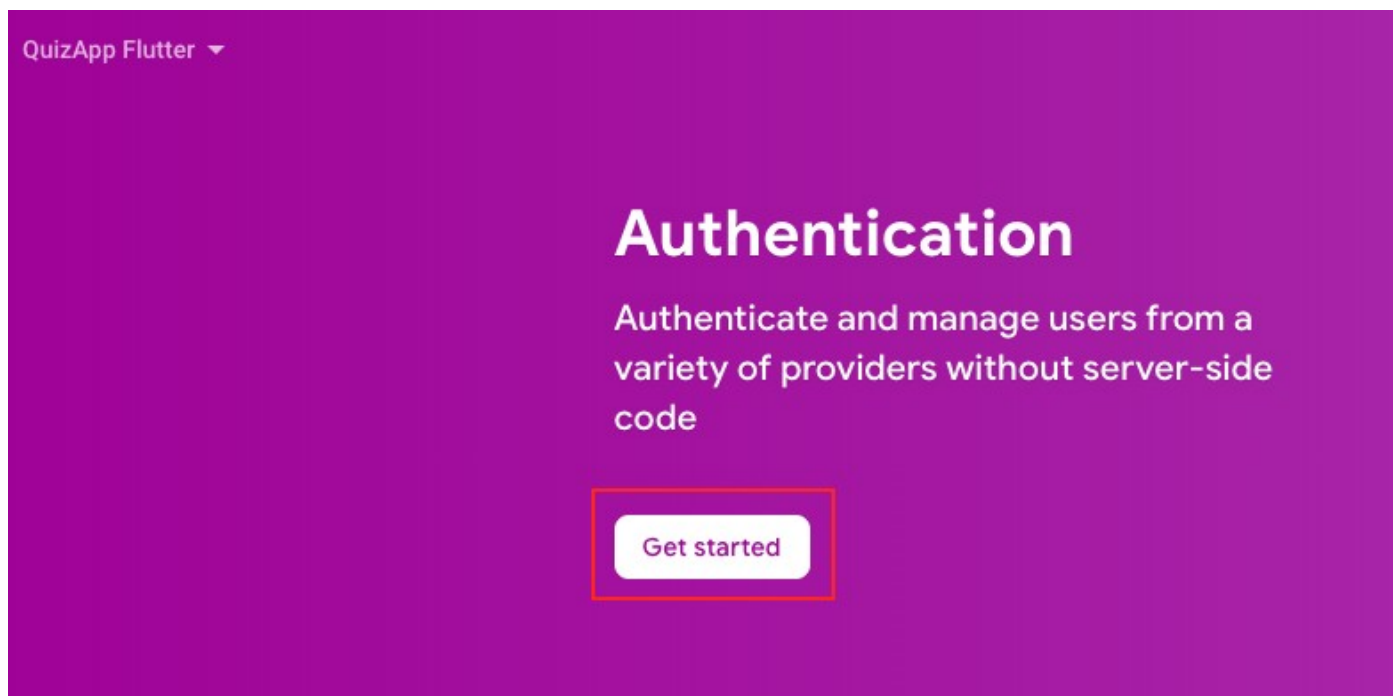4. Skip Add Firebase SDK & Add initialization code step (We already did it). Click on Continue to console button.

That's it. You successfully added an iOS app to the firebase console.

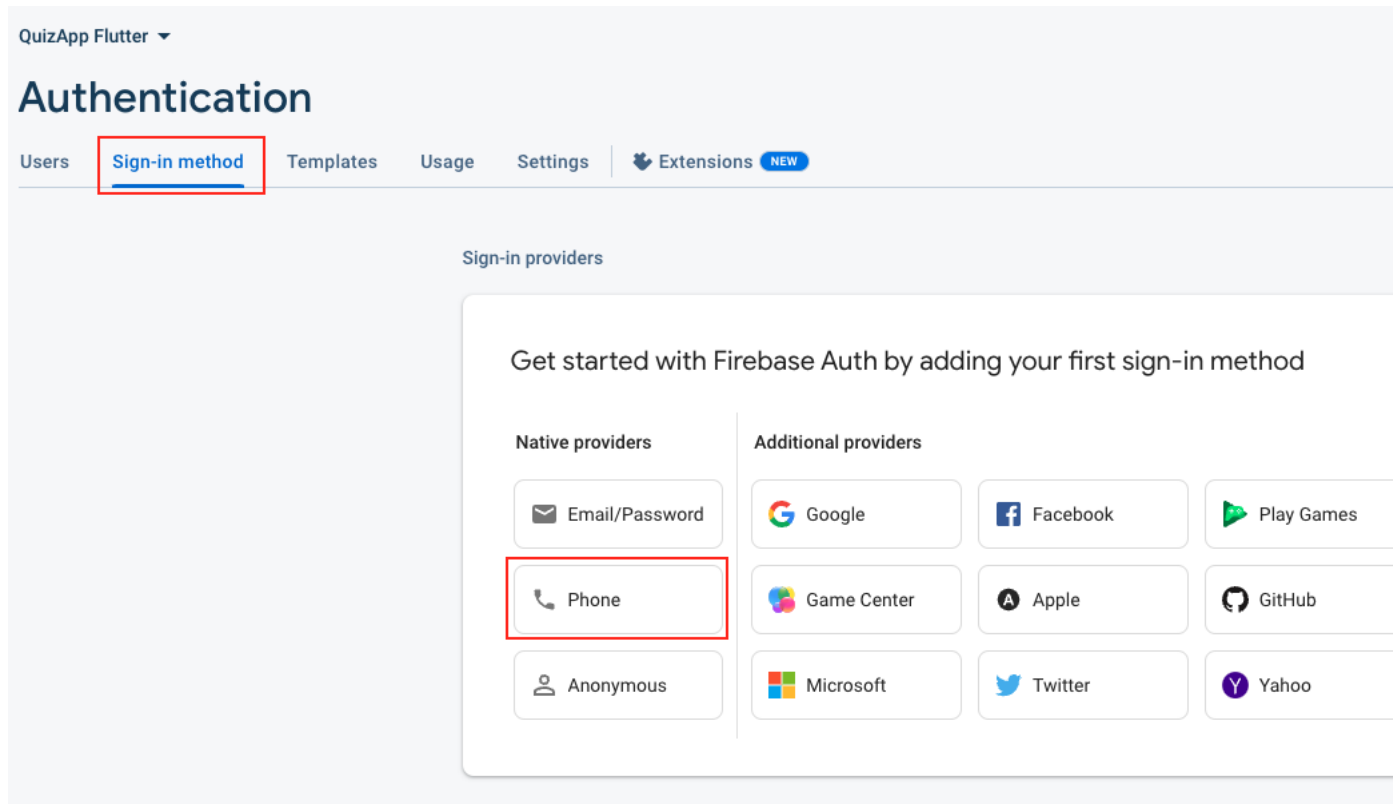## iv) Enable Firebase Phone Authentication (OTP)

1. Login your firebase console, select your project and click on the Authentication under Build.
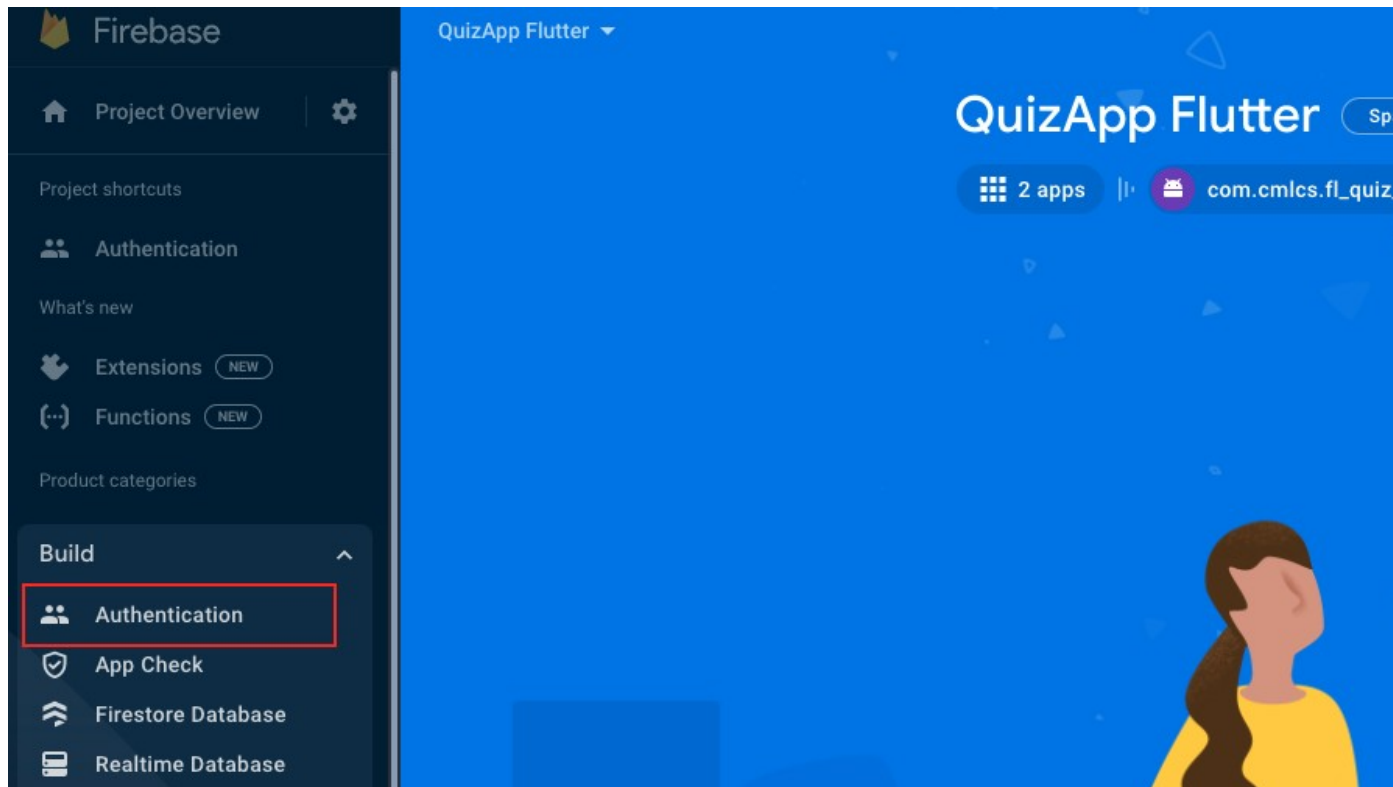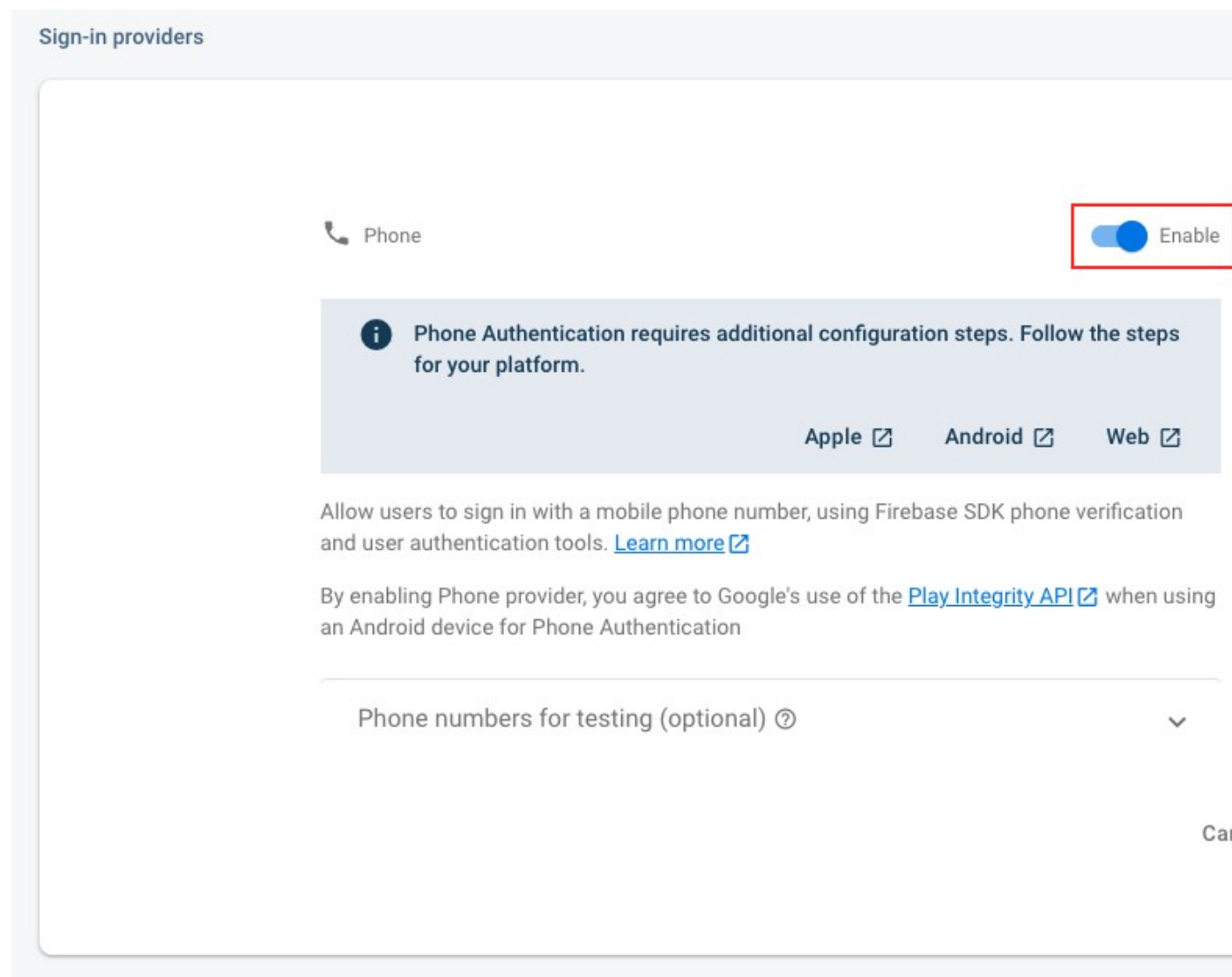

2. Click on Get started.

3. In the Sign-in method click on Phone.

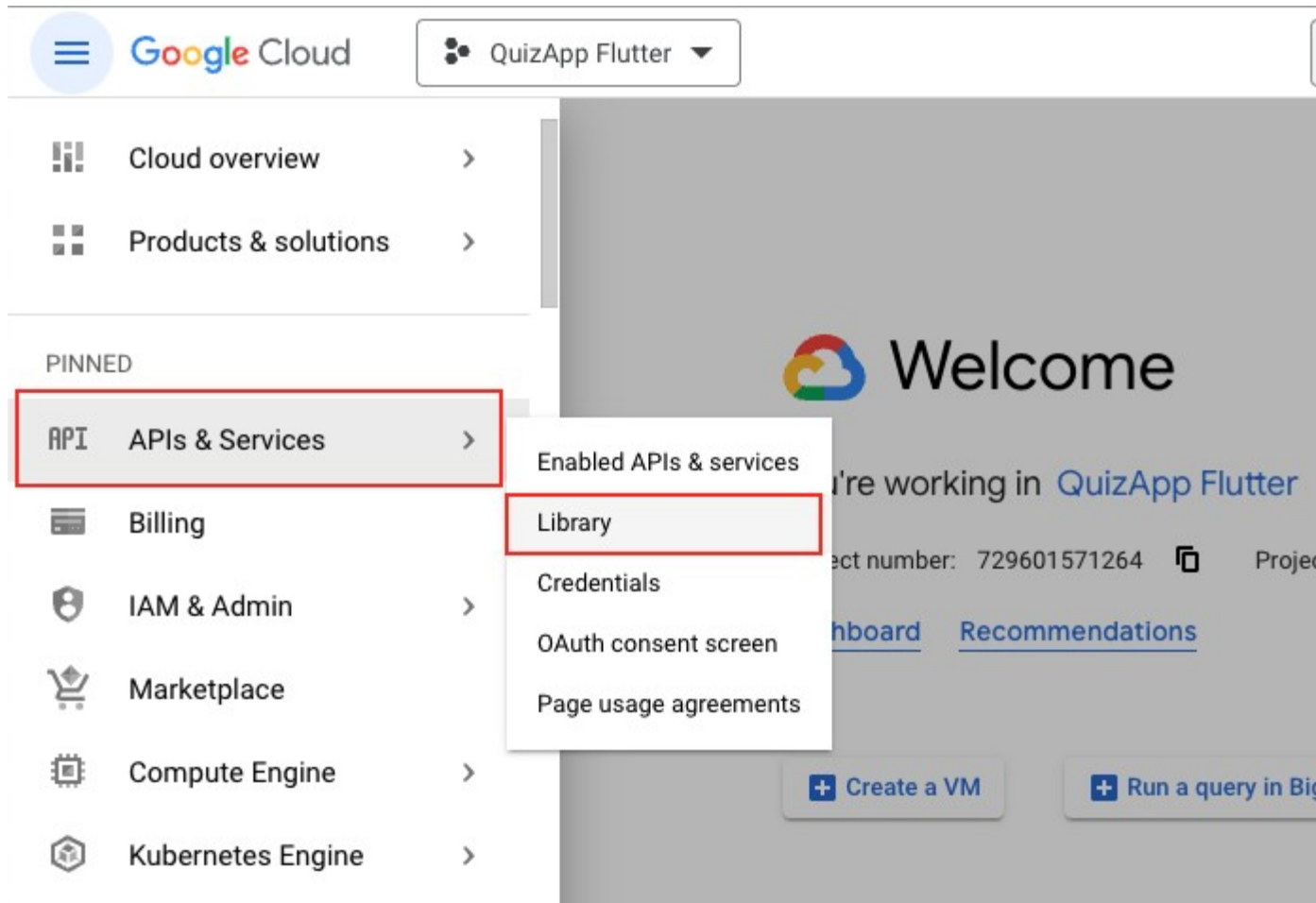
4. Enable Phone authentication and save.

5. Now, Enable Android Device Verification from Google Cloud Console.

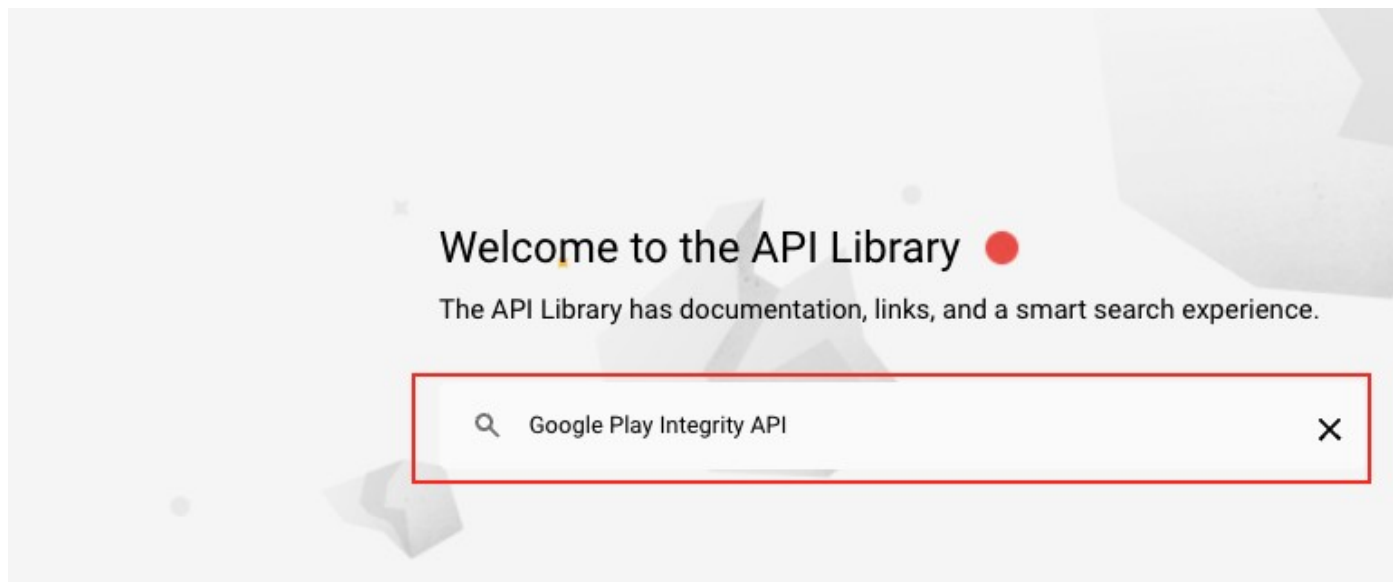i) Go to Google Cloud Console.

ii) Select a project that you created in firebase.

iii) Click on APIs & Services -> Library in Side Menu.

iv) Then Search Google Play Integrity API.

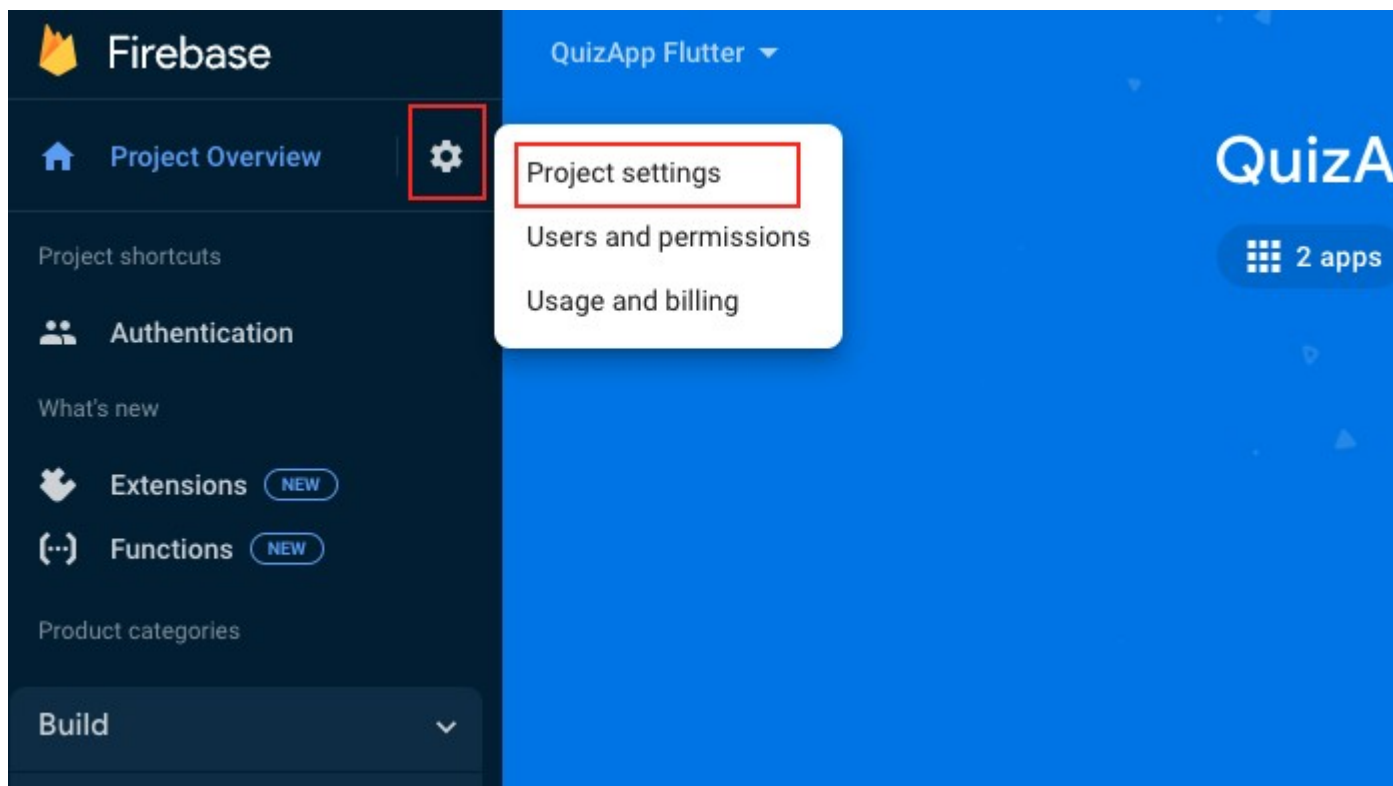v) Enable Google Play Integrity API.

Google Play Integrity API

Google

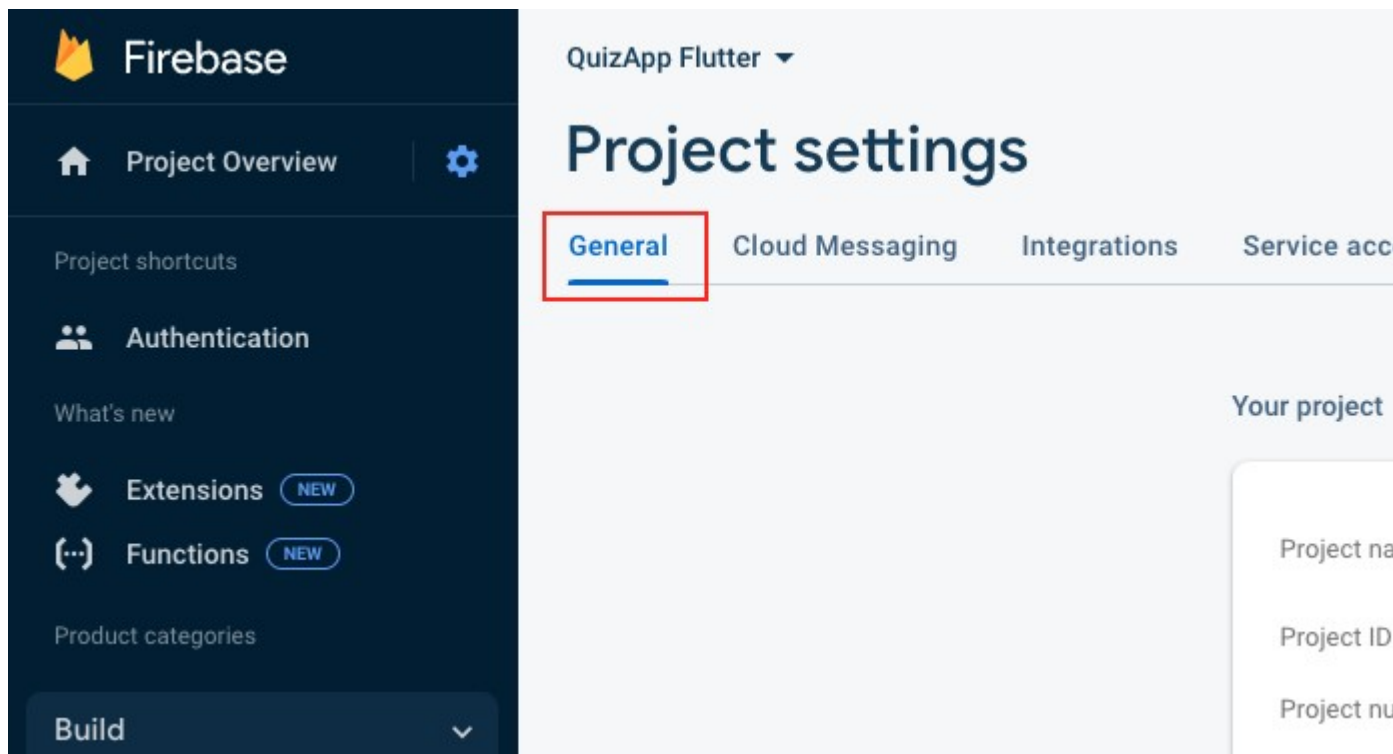Check that interactions are coming from your genuine app running on a genuine Android device.

ENABLE   TRY THIS API ⧉

6. Set debug and Release SHA1 & SHA256. If you do not know how to create SHA1 & SHA256 then click here.
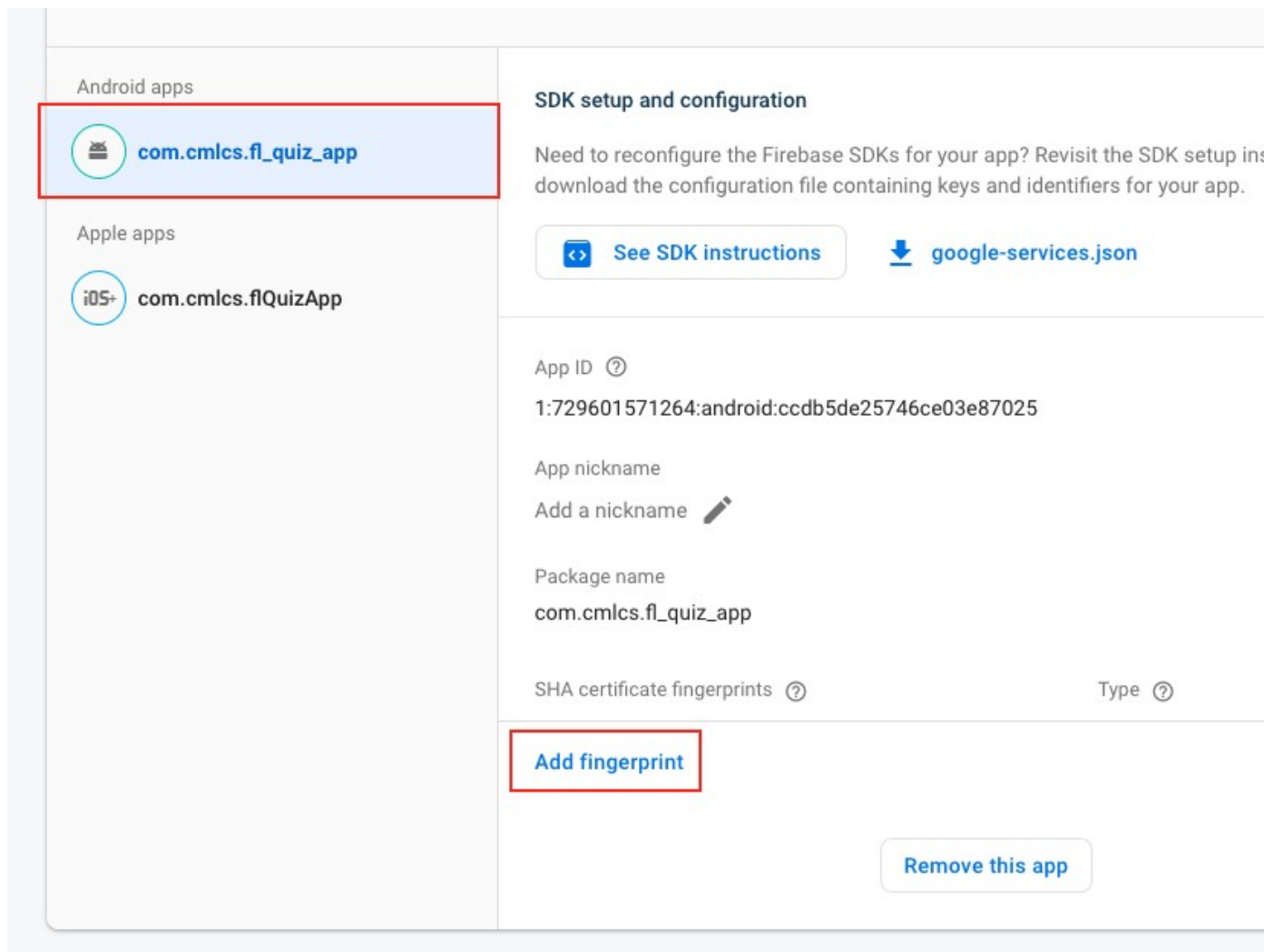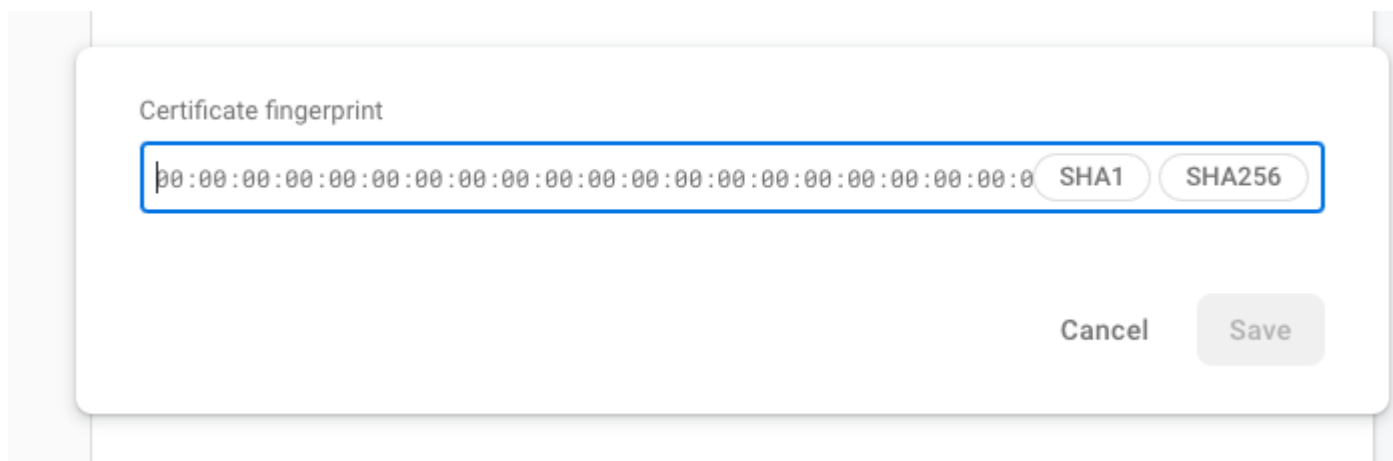
i) Go to Project settings.

ii) Go to the General tab.

iii) Select your android app & Click on Add fingerprint.

iv) Paste your debug and release SHA1 & SHA256 one by one and save.

7. You need to add URL Schemes in info of your ios project in order to send OTP in iOS devices. Follow below steps for it.

i) Open Google-Service-Info.plist file that we download when we added our ios project in our firebase project. Copy REVERSED_CLIENT_ID from that file.
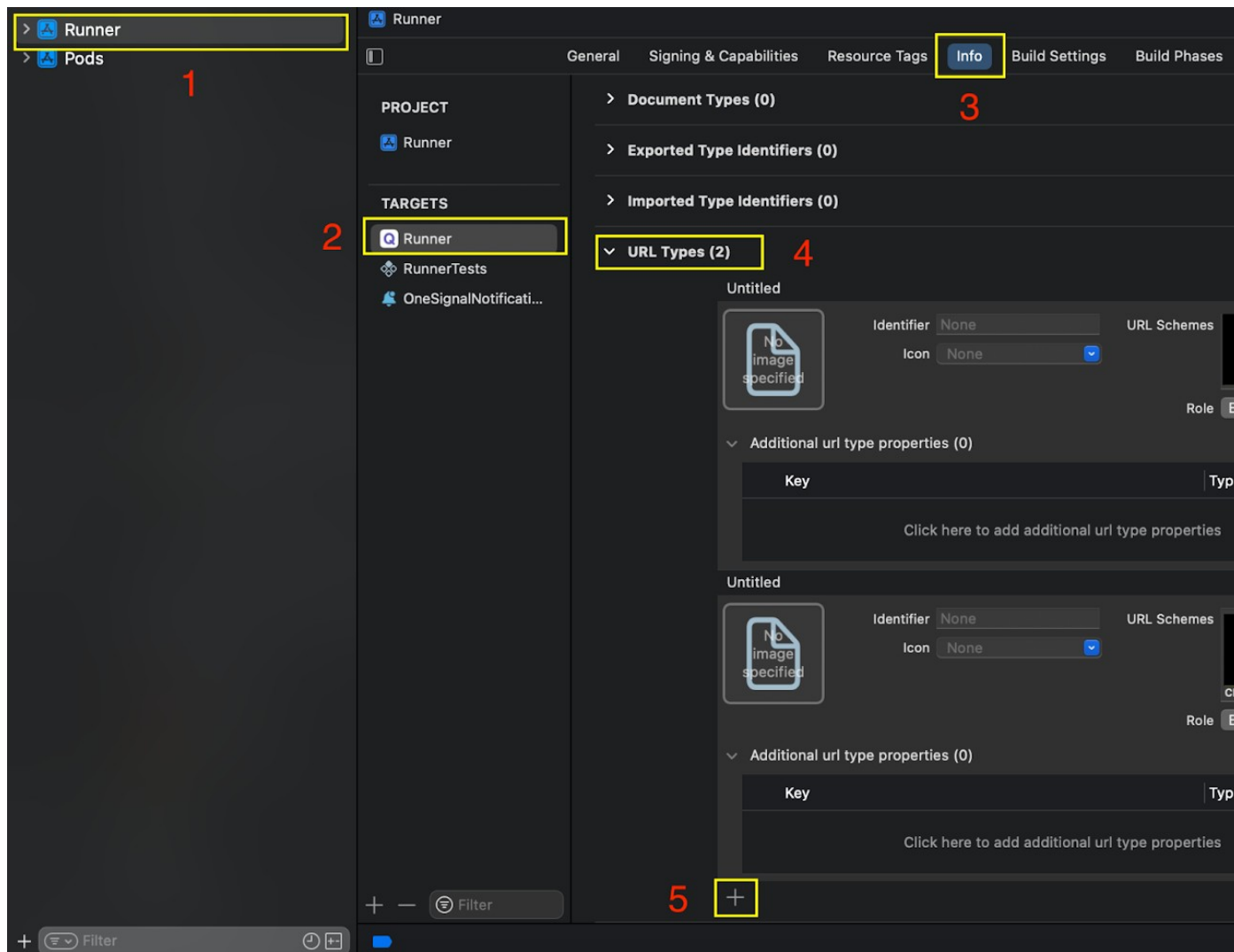
```
 6          <string>729601571264-k                        pps.googleusercon
 7          <key>REVERSED_CLIENT_ID</key>
 8          <string>com.googleusercontent.apps.72            )4fcrdna7jo4sfrasucm3l
 9          <key>ANDROID_CLIENT_ID</key>
```
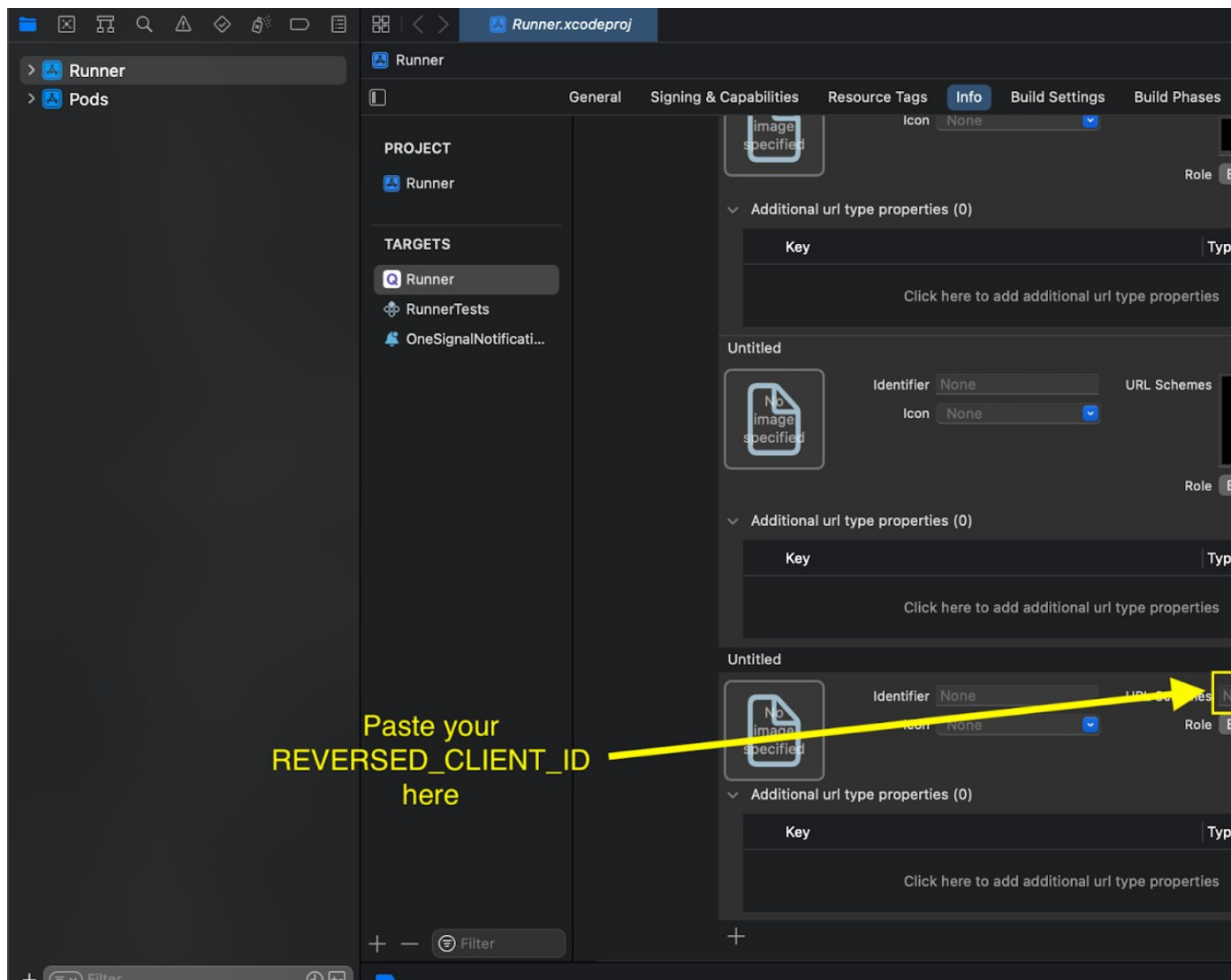
ii) Now open your ios project in xCode (i.e. ios folder of your flutter project).

- Go to Runner > Runner > Info > URL Types

- Click on + icon.

iii) Paste your REVERSED_CLIENT_ID that you copied from Google-Service-Info.plist file.

That's It.

6) OneSignal Push Notification Configuration

- Please read OneSignal Official Docs for detailed information:
  https://documentation.onesignal.com/docs/flutter-sdk-setup

i) Requirements

- OneSignal Account

- OneSignal App ID, available in Settings > Keys & IDs

1. **iOS Requirements**

    - iOS 11+ or iPadOS 11+ device (iPhone, iPad, iPod Touch) to test on. Xcode 14+ simulator works running iOS 16+

    - mac with Xcode 12+

- p8 Authentication Token or p12 Push Notification Certificate

2. **Android Requirements**
   - Android 4.1+ device or emulator with "Google Play Store (Services)" installed
   - Set up your Google/Firebase keys in OneSignal
   - Project using AndroidX.
   - Project with compileSdkVersion of 33 or higher (Higher than the default for Flutter 2.8.0+).

ii) Firebase Credentials Setup in OneSignal Dashboard

- What is a Firebase Server Key?
  - A Firebase Server Key and Firebase Sender ID are required in order to send push notifications to Android mobile app devices.
  - The goal of this section is to provision your Firebase Server Key and Firebase Sender ID for use in OneSignal.

  ### i) Requirements
  - An Android mobile app, Chrome app or extension, or an Amazon app.
  - A Firebase account
  - A OneSignal Account, if you do not already have one.

  ### ii) Getting Your Firebase Cloud Messaging Token And Sender ID

Open Firebase console & Select your project. Click the gear icon in the top left and select Project settings.
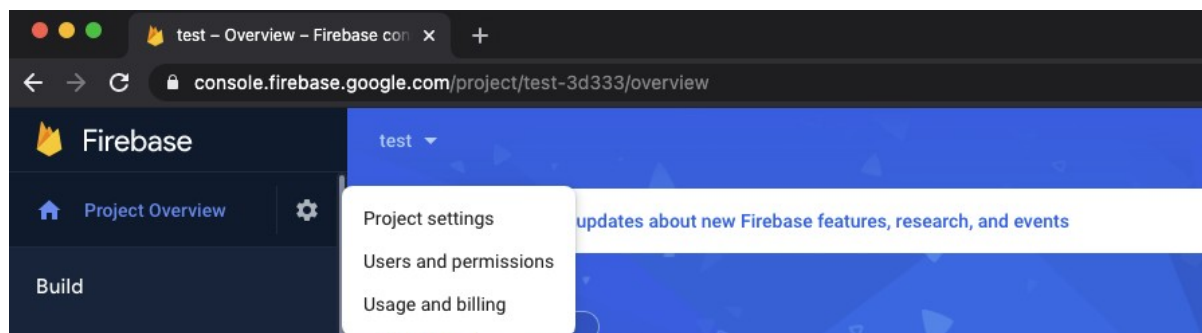
Select the Cloud Messaging tab.

Under "Cloud Messaging API (Legacy)" click on the options (three dots on the right) and click "Manage API in Google Cloud Console". OneSignal will soon add support for the latest Firebase Cloud Messaging API (V1), but for now, the Cloud Messaging API works perfectly.

This will open a new page, under Cloud Messaging press "Enable".

Refresh the page on your Firebase Console and copy your Server key and Sender ID.

iii) Configure Your OneSignal App's Android Platform Settings

In the [OneSignal dashboard](#), select your app, then go to:

Settings > Platforms > Google Android
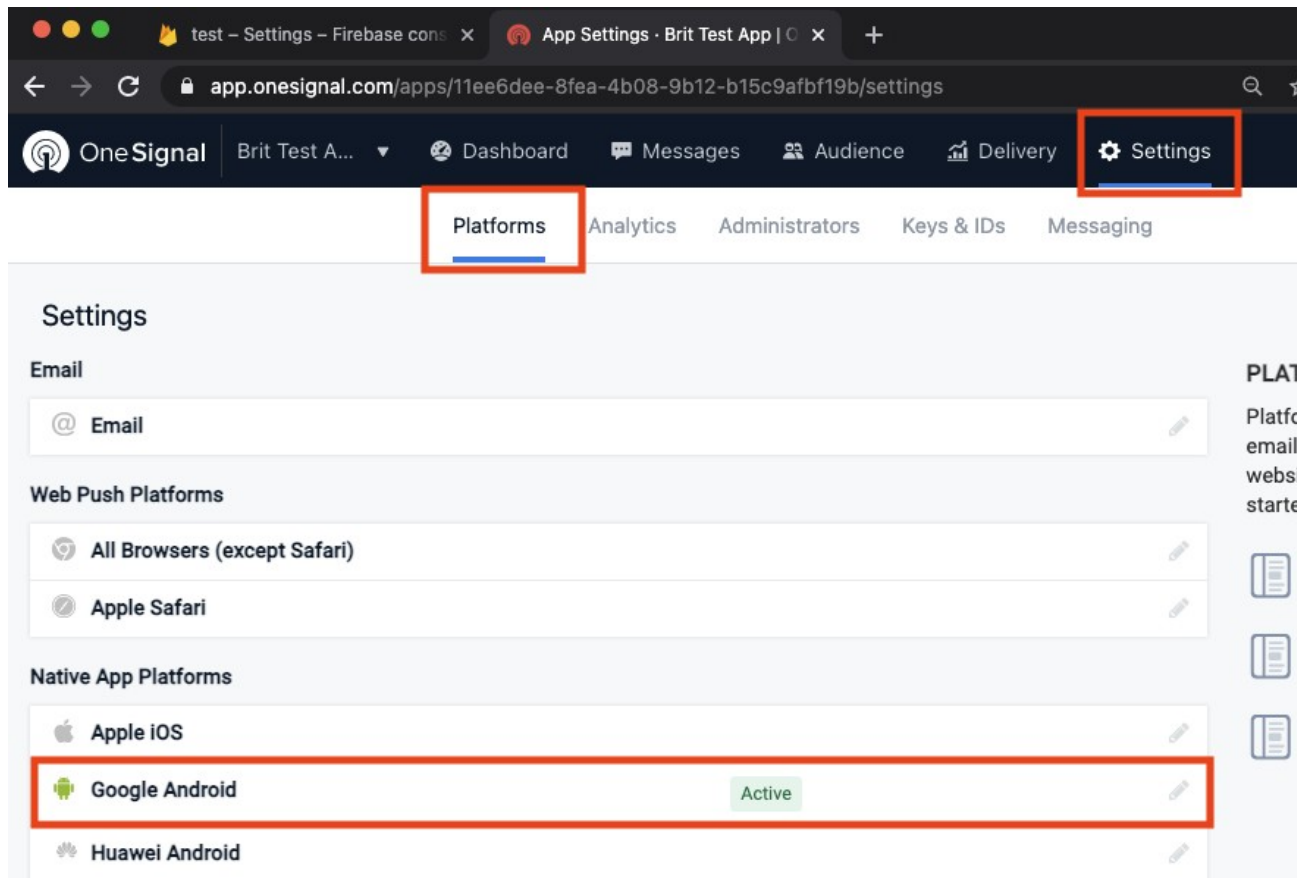
Paste your Firebase Server Key and Firebase Sender ID into the fields and click Next all the way to Save.

iv) Configure Your OneSignal App's iOS Platform Settings

- Please visit official docs of onesignal for ios platform setup. <u>Click here</u>.

v) Now copy App ID as shown below
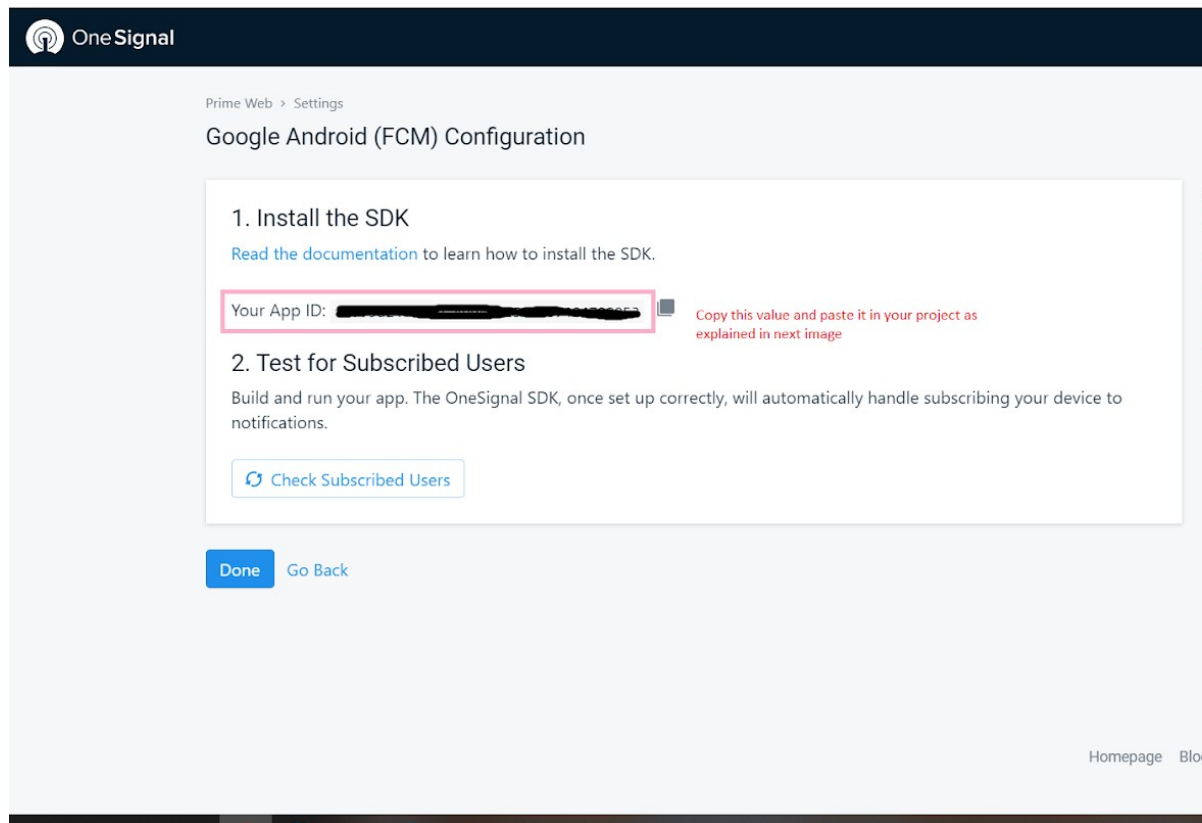
vi) Paste this App ID in Our Source Code

- Paste this App ID here fl_quiz_app/lib/utils/constant.dart at Line number 7.

7) Admob Setup

- In our app admob ad id comes from api. So, You need to set an ad id from the admin panel.
- You need to add only app id in the flutter side.

1) Set Admob App ID in Android

- Open fl_quiz_app/android/app/src/main/AndroidManifest.xml and replace your admob app id at line number 35.

- Open fl_quiz_app/ios/Runner/Info.plist and replace your Admob app id at line number 39.

8) Build and release an Android app

- Please visit this link: https://docs.flutter.dev/deployment/android

9) Build and release an iOS app

- Please visit this link: https://docs.flutter.dev/deployment/ios

Quiz App Admin Panel

Setup on Your Server(Shared/Dedicated)

1. Pointing your Domain or Subdomain to Server(VPS)

2. Install NodeJS LTS Version using below command

   sudo apt-get update

   sudo apt-get install -y build-essential

   curl -sL https://deb.nodesource.com/setup_18.x -o /tmp/nodesource_setup.sh

   sudo bash /tmp/nodesource_setup.sh

sudo apt install nodejs

After the installation is complete, you can check the version of Node.js installed by running the following command:

node -v

This should output v18.16.0, indicating that the correct version has been installed.

3. Install MongoDB on Server using below command

curl -fsSL https://www.mongodb.org/static/pgp/server-4.4.asc | sudo apt-key add -

echo "deb [arch=amd64,arm64] https://repo.mongodb.org/apt/ubuntu focal/mongodb-org/4.4 multiverse" | sudo tee /etc/apt/sources.list.d/mongodb-org-4.4.list

sudo apt-get update

sudo apt-get install -y mongodb-org

sudo systemctl start mongod

sudo systemctl status mongod

After the installation is complete, check version with below command

mongod --version

4. After Installation MongoDB, setup Database using below commands and Remember this credentials
Enter in MongoDB cli:
mongo
Create Database(replace your Database name with YOUR_DATABASE_NAME):
use YOUR_DATABASE_NAME
Create user with read/write access(Replace your credentials):
db.createUser({ user: "<YOUR_USERNAME>", pwd: "<YOUR_PASSWORD>", roles: ["readWrite"] })

Exit from MongoDB cli
exit

5. Upload Source Code that you've downloaded from Codecanyon and unzip it on your server.

6. Go to Source Code Directory and edit .env file

```
PORT=ENTER_PORT_HERE
MONGODB_URI=mongodb://YOUR_USERNAME:YOUR_PASSWORD@127.0.0.1:27017/YOUR_DATA
JWT_SECRET=ENTER_RANDOM_STRING_HERE
```

Here, Enter Port number for Admin panel running to that Port, and Enter Database Credentials also enter Random string on line number 3.

Then, Proceed with Below Commands
npm install -g yarn pm2

yarn
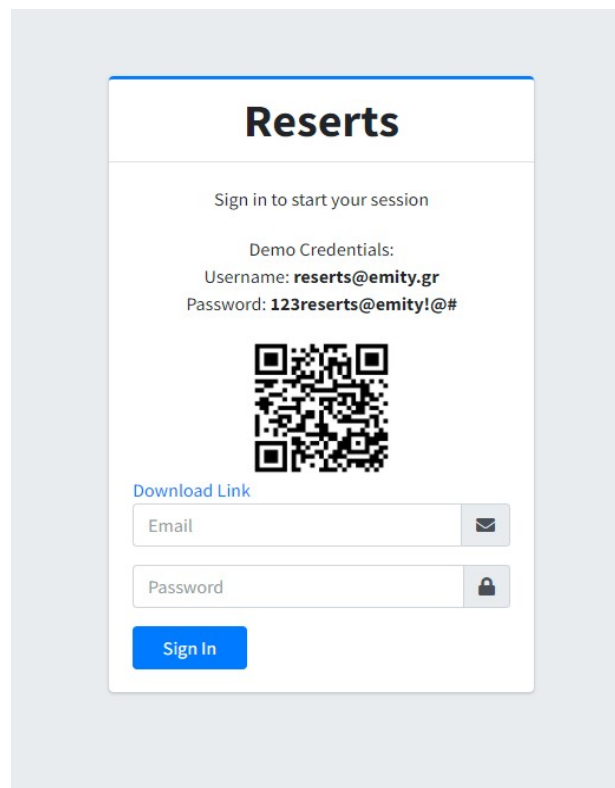
pm2 start index.js

Our database stores and retrieves data from a mongoDB database if u want to monitor data you will need to download mongoDB here.

Login to Admin Panel

Open this link, and Login with Default Admin Credential Email: a**reserts@emity.gr** & Password : **123reserts@emity!@#** .

The credentials and also the dowload QR and links are aslo there .

Reserts

Sign in to start your session

Demo Credentials:
Username: **reserts@emity.gr**
Password: **123reserts@emity!@#**

Download Link

Email

Password

Sign In

After Successfully Logged in, you will be redirected to Dashboard page

You can change the default password from the top right corner.

1. → Admin

2. → Change Password

Logout
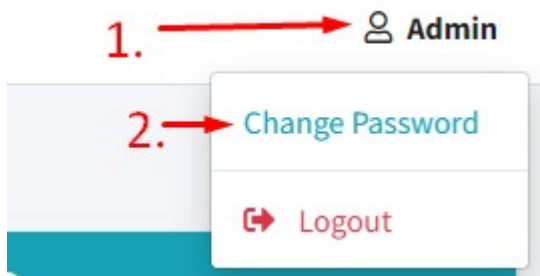
Dashboard

Here, You can See User Count, Researches Count, Campuses Count, Question Count, Security Questions Counts, User Answers, Withdrawal Count, Payment Methods, Notification Count, And User's Query.
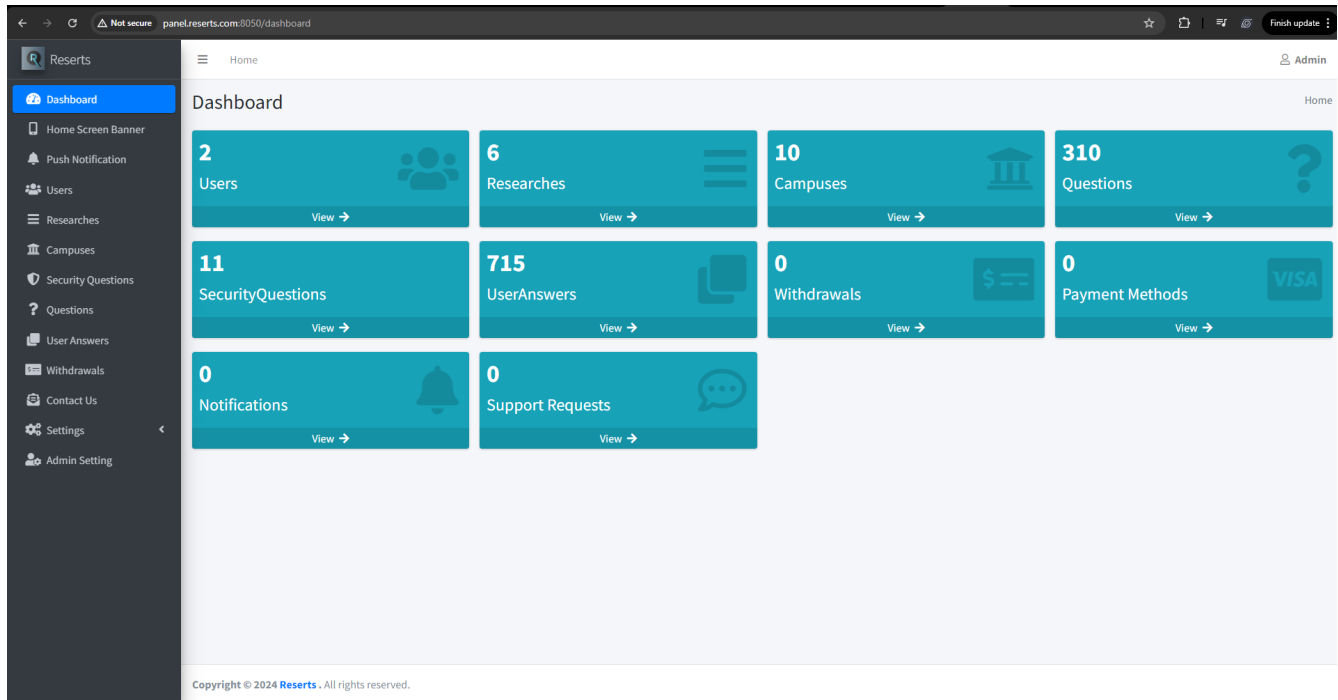
Push Notification

You can see Notification History in the Push notification tab and push notifications to the users .

Users

You can See users List Here, also you can Activate/Deactivate Users from Action Column

Researches

You can see the Researches list here. Also you can set feature Research and Active Research, Edit Activity and delete Activity.

Also, you can add a New Research from the Add Reasearch Button at Top Right Corner.
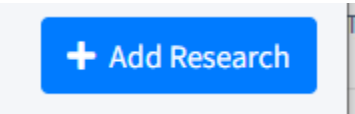
It will display this screen for adding a new Reasearch

ches

+ Add Rese

Add Research ✕

Research Name

Enter Research Name

Research Points

Enter Research Points

Research Image

Choose Image

Close   Save

Research
Image

e ↑↓   **Action** ↑↓

R   Edit
                               Delete

R   Edit
                               Delete

R   Edit
Usage   Delete

R   Test   23000   ON   ON   Edit
                                        Delete

Questions

You can see the list of Question Count by Reasearch, Here Green Category Card is Featured Category & Red is for in-active Category.

Also, you can import Multiple questions using CSV from the Bulk Import Button.
Note: Use CSV format as per Sample CSV file that you can download from modal.

You can also add a single question by selecting Add NewQuestion in the research that this question will be in.

In the Security Questions tab you can view the security questions that you have added that you can delete aslo. Those questions are question with a correct answer that are displayed randomly while the user answers research related questions to prevent spam users .

In the User Answers Tabs you can view the answers of the user to specific questions at a research.

You can also Export all these answers to a file using the button Export All Answers and a file will start to download

In the setting tab u can find related to the app and ads settings that you can adjust based on your needs.