Remote Screen Mirror App (Java 17)

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This document provides step-by-step instructions to set up, run, and deploy the Remote Screen Mirror App

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1. SETTING UP ANDROID STUDIO

1.1 Install Android Studio

- Download Android Studio from: https://developer.android.com/studio

- Follow the installation instructions for your operating system.

1.2 Open the Project

- Open Android Studio.

- Select 'Open an Existing Project' and navigate to the extracted folder of the project.

- Choose the project directory to open.

1.3 Configure the SDK

- If prompted, install the required SDKs and tools for the project.

- Ensure the `compileSdkVersion` is set to 33 (or the desired version).

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2. RUNNING THE APP ON A FIRESTICK DEVICE

2.1 Enable Developer Options on Firestick

- Go to Firestick Settings > My Fire TV > Developer Options.

- Enable "ADB Debugging" and "Apps from Unknown Sources."

2.2 Connect to the Firestick Device

- Ensure your Firestick and computer are on the same Wi-Fi network.

- Run the following command to connect to your Firestick:

  `adb connect <FIRESTICK_IP_ADDRESS>`

2.3 Install the APK

- Build the APK in Android Studio:

  - Go to Build > Build Bundle(s)/APK(s) > Build APK(s).

  - Once the APK is built, navigate to the output directory.

- Install the APK on the Firestick using ADB:

  `adb install <path_to_apk>`

2.4 Launch the App

- Navigate to 'Your Apps & Channels' on Firestick and locate the installed app.

- Open the app to test functionality.

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3. DEPLOYING THE APP

3.1 Generate a Signed APK

- In Android Studio, go to Build > Generate Signed Bundle/APK.

- Select 'APK' and click 'Next.'

- Create a new keystore or use an existing one.

- Complete the wizard and save the signed APK.

3.2 Upload to the Amazon Appstore

- Create a developer account at: https://developer.amazon.com/

- Navigate to 'Apps & Services' and select 'Add a New App' > 'Android App.'

- Fill in the app details and upload the signed APK.

3.3 Test the App on Appstore

- Once uploaded, the app will be reviewed by Amazon.

- After approval, your app will be available for download on Firestick devices.

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4. USING THE APP

4.1 App Functionality

- **Play Button**: Starts the screen sharing session.

- **Stop Button**: Ends the screen sharing session.

- **Share Button**: Generates and shares a unique URL for remote viewing.

4.2 Sharing the Stream

- The app generates a unique stream URL that can be shared via email or SMS.

- Remote viewers can access the stream using the provided URL.

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5. TROUBLESHOOTING

- **ADB Connection Issue**: Ensure the Firestick and computer are on the same network.

- **App Crash**: Check Android Studio's Logcat for error messages and resolve issues.

- **Deployment Failure**: Verify the APK is signed and matches the appstore requirements.