**SpeedFeed Installation Guide**

**1. Softwares:**

1. Flutter version 2.2.3 minimum
2. Java JDK 8
3. Android Studio (For Android ADB and Gradle setup)
4. VS Code (Add flutter, dart extension)
5. Xcode 12 or later (iOS only)
6. Git (For Git Management)
7. Node JS and npm (for admin panel only)
8. Firebase CLI (Refer <https://www.npmjs.com/package/firebase-tools>)

**2. Firebase Setup:**

Everything is done. Just open [https://console.firebase.google.com/u/1/project/speedfeed-29ce8/overview](https://console.firebase.google.com/u/1/project/speedfeed-29ce8/overview%20) after signing into Google using SpeedFeed Account.

**3. Android Setup:**

1. After the installation of softwares told in 1st step, open VS Code or Android Studio and clone the android repo given by your admin.
2. Connect your physical device in debug mode or run emulator.
3. In the terminal, type “flutter clean” and run.
4. In the terminal, type “flutter pub get” and run
5. After step 2, type “flutter run” and enter
6. Wait for the build to run and you are good to go.
7. To make a new update, increase the build number and version code in pubspec.yaml and then save it and run “flutter pub get” to update the changes.
8. Then, run “flutter build appbundle –release”.

**4. iOS Setup:**

1. After the installation of softwares told in 1st step, open VS Code or Android Studio and clone the iOS repo given by your admin.
2. Connect your physical device in debug mode or run simulator.
3. In the terminal, type “flutter clean” and run.
4. In the terminal, type “flutter pub get” and run
5. After step 2, type “flutter run” and enter
6. Wait for the build to run and you are good to go.
7. To open project in Xcode:

Right click on iOS folder > Click on ‘Open in Xcode’

1. To make a new update, increase the build number and version code in pubspec.yaml and then save it and run “flutter pub get” to update the changes.
2. Open project in Xcode and update build version there also.

**5. Web (Admin Panel):**

1. After the installation of softwares told in 1st step, open VS Code or Android Studio and clone the android repo given by your admin.
2. In the terminal, type “flutter clean” and run.
3. In the terminal, type “flutter pub get” and run
4. After step 2, type “flutter run -d chrome --web-renderer html” and enter
5. Wait for the build to run and you are good to go.
6. To release the admin panel into production, you need to have firebase CLI tools.

**6. Deploy Admin Panel**

Run following commands in terminal:

1. npm install -g firebase-tools (one time only)
2. firebase login
3. firebase init
4. Are you ready to proceed? (Y/n) => type ‘**y**’
5. Select ‘Hosting: Configure files for Firebase Hosting and (optionally) set up GitHub Action deploys’ by navigating space and enter.
6. What do you want to use as your public directory? (public) => Type ‘**build/web**’
7. Configure as a single-page app (rewrite all urls to /index.html)? => **Yes**
8. Set up automatic builds and deploys with GitHub? => **No**
9. File build/web/index.html already exists. Overwrite? => **Yes**
10. flutter build web --web-renderer html
11. cd build/web
12. firebase deploy