

SPORTS QUIZ TRIVIA

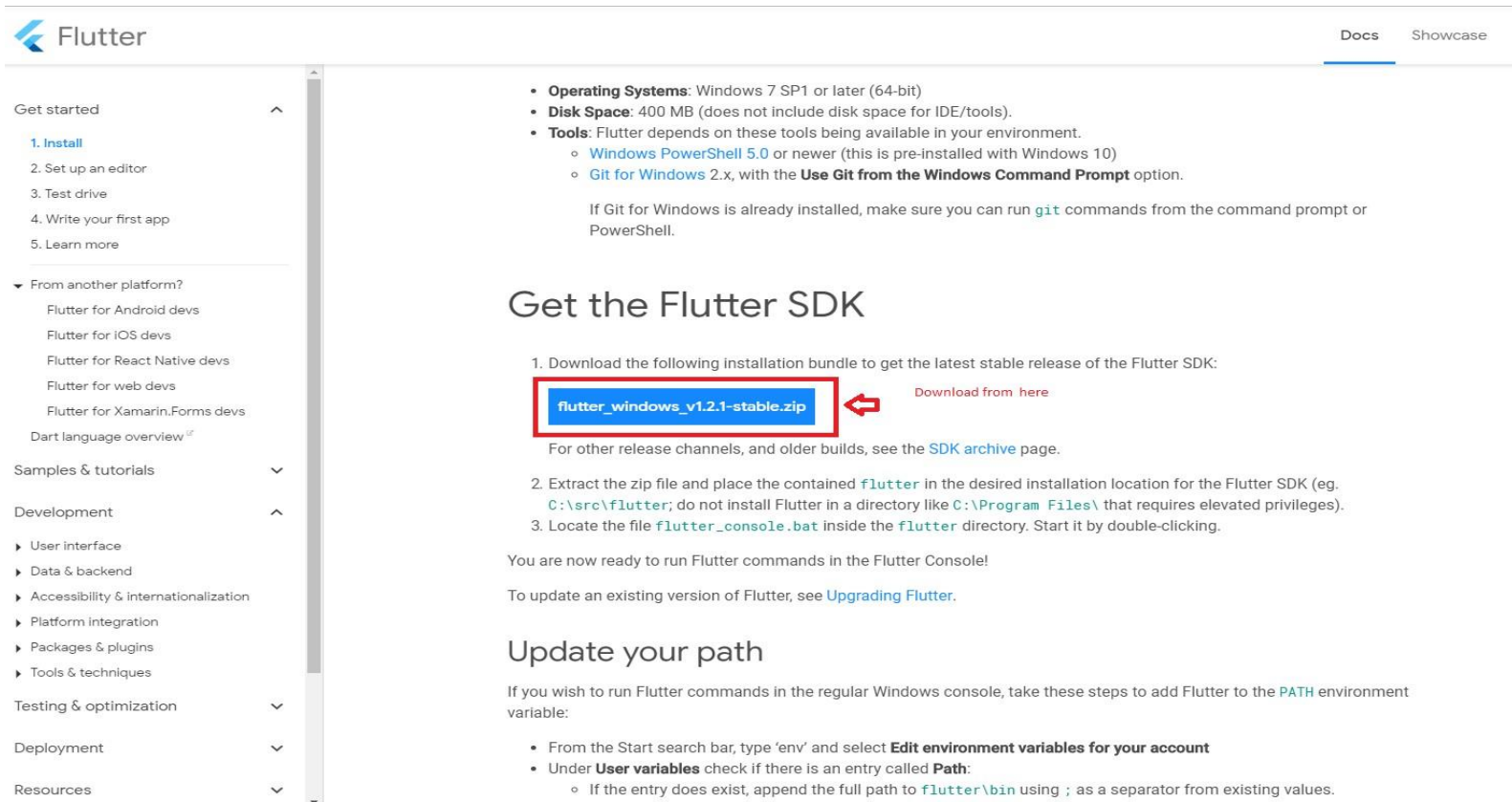


Thank you for purchasing the code. It really means a lot.

How to Setup Flutter in Android Studio

Download Latest Flutter SDK from below link.in that click on flutter_window_xxx.zip button.

<https://flutter.dev/docs/get-started/install/windows>




The screenshot shows the Flutter documentation website. On the left is a navigation sidebar with categories like 'Get started', 'From another platform?', 'Samples & tutorials', 'Development', 'Testing & optimization', 'Deployment', and 'Resources'. The main content area is titled 'Get the Flutter SDK' and contains the following information:

- Operating Systems:** Windows 7 SP1 or later (64-bit)
- Disk Space:** 400 MB (does not include disk space for IDE/tools).
- Tools:** Flutter depends on these tools being available in your environment.
 - Windows PowerShell 5.0 or newer (this is pre-installed with Windows 10)
 - Git for Windows 2.x, with the **Use Git from the Windows Command Prompt** option.

If Git for Windows is already installed, make sure you can run `git` commands from the command prompt or PowerShell.

Get the Flutter SDK

- Download the following installation bundle to get the latest stable release of the Flutter SDK:
 [Download from here](#)
- For other release channels, and older builds, see the [SDK archive](#) page.
- Extract the zip file and place the contained **flutter** in the desired installation location for the Flutter SDK (eg. `C:\src\flutter`; do not install Flutter in a directory like `C:\Program Files\` that requires elevated privileges).
- Locate the file `flutter_console.bat` inside the `flutter` directory. Start it by double-clicking.

You are now ready to run Flutter commands in the Flutter Console!

To update an existing version of Flutter, see [Upgrading Flutter](#).

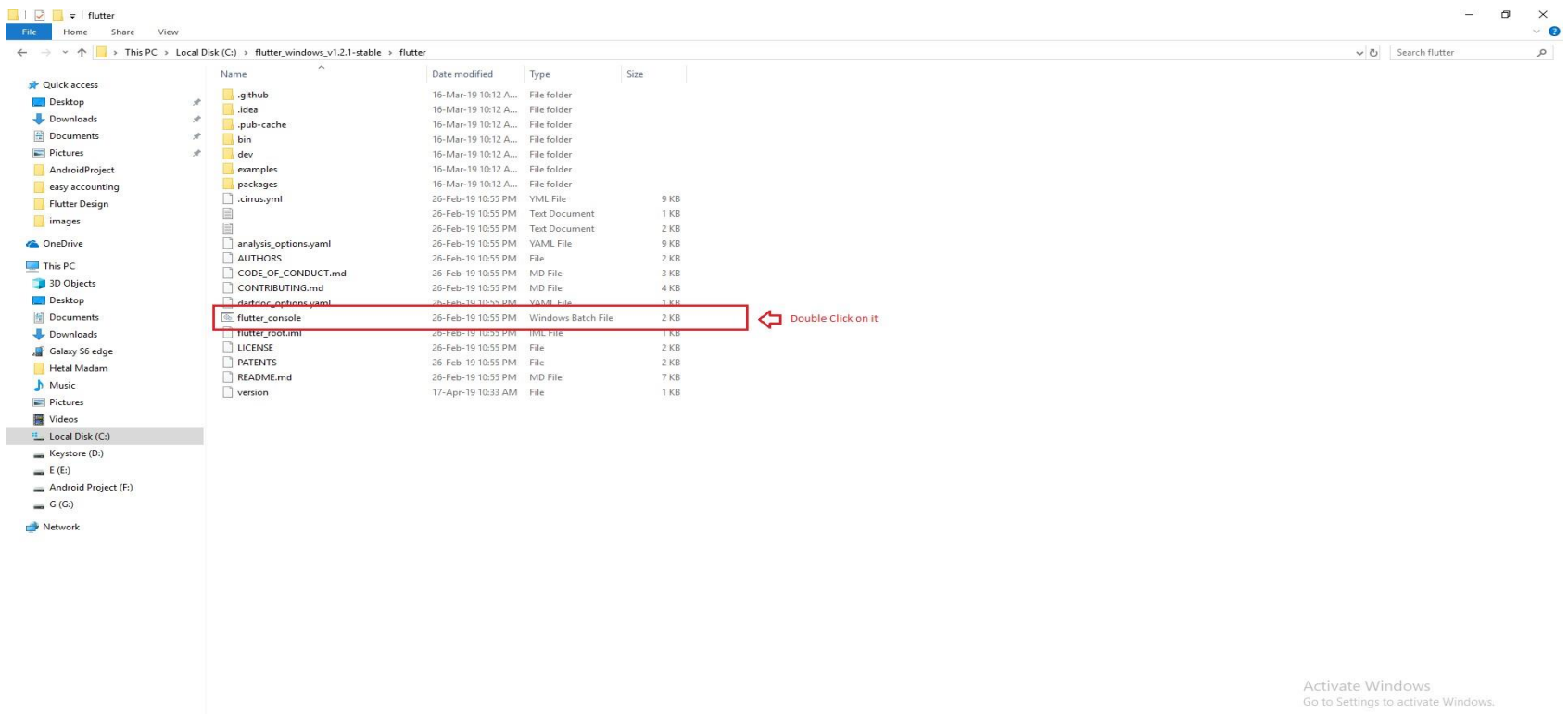
Update your path

If you wish to run Flutter commands in the regular Windows console, take these steps to add Flutter to the `PATH` environment variable:

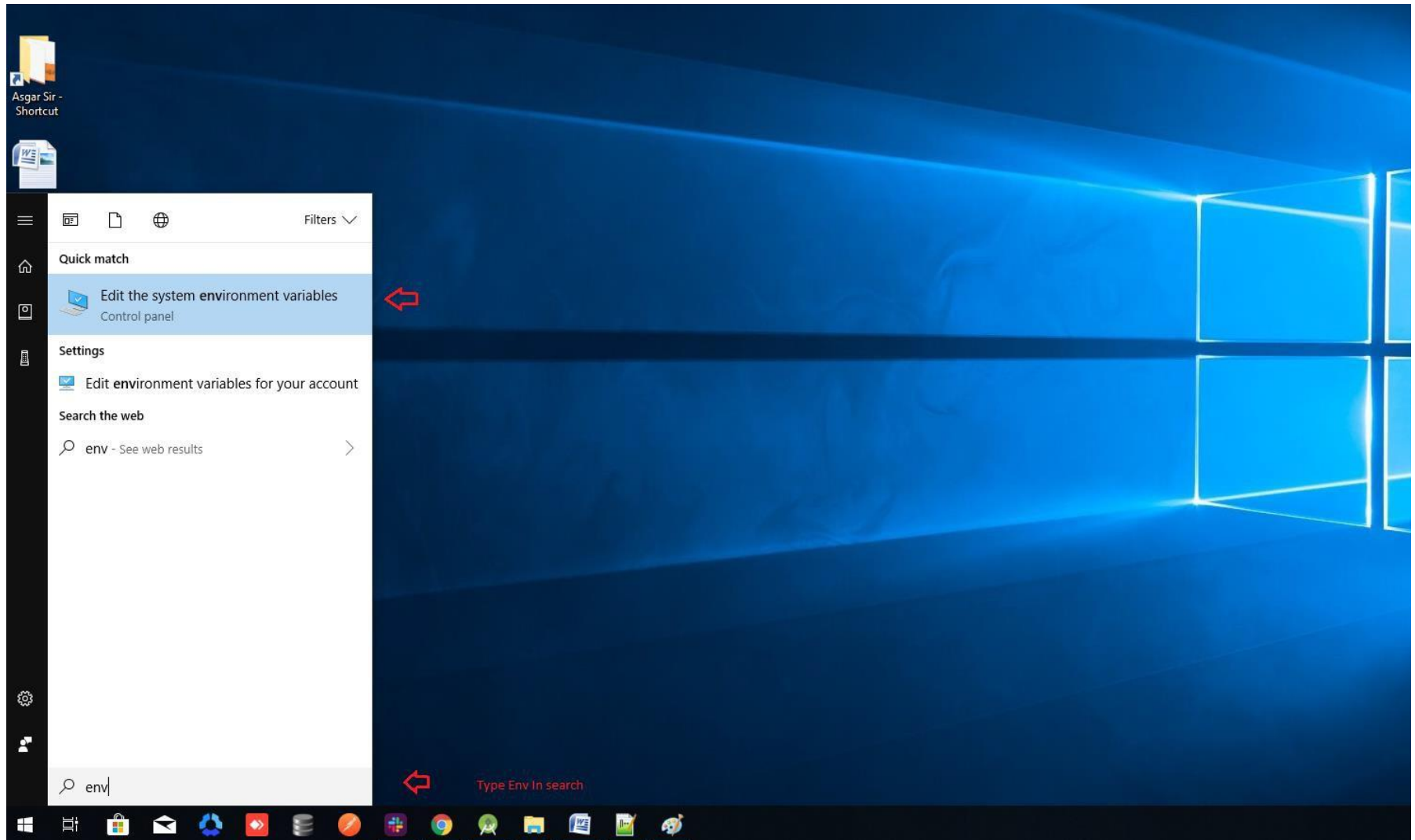
- From the Start search bar, type 'env' and select **Edit environment variables for your account**
- Under **User variables** check if there is an entry called **Path**:
 - If the entry does exist, append the full path to `flutter\bin` using `;` as a separator from existing values.

Extract the zip file and copy flutter folder into your desired installation location for the Flutter SDK (eg. C:\src\flutter; do not install Flutter in a directory like C:\Program Files.(\

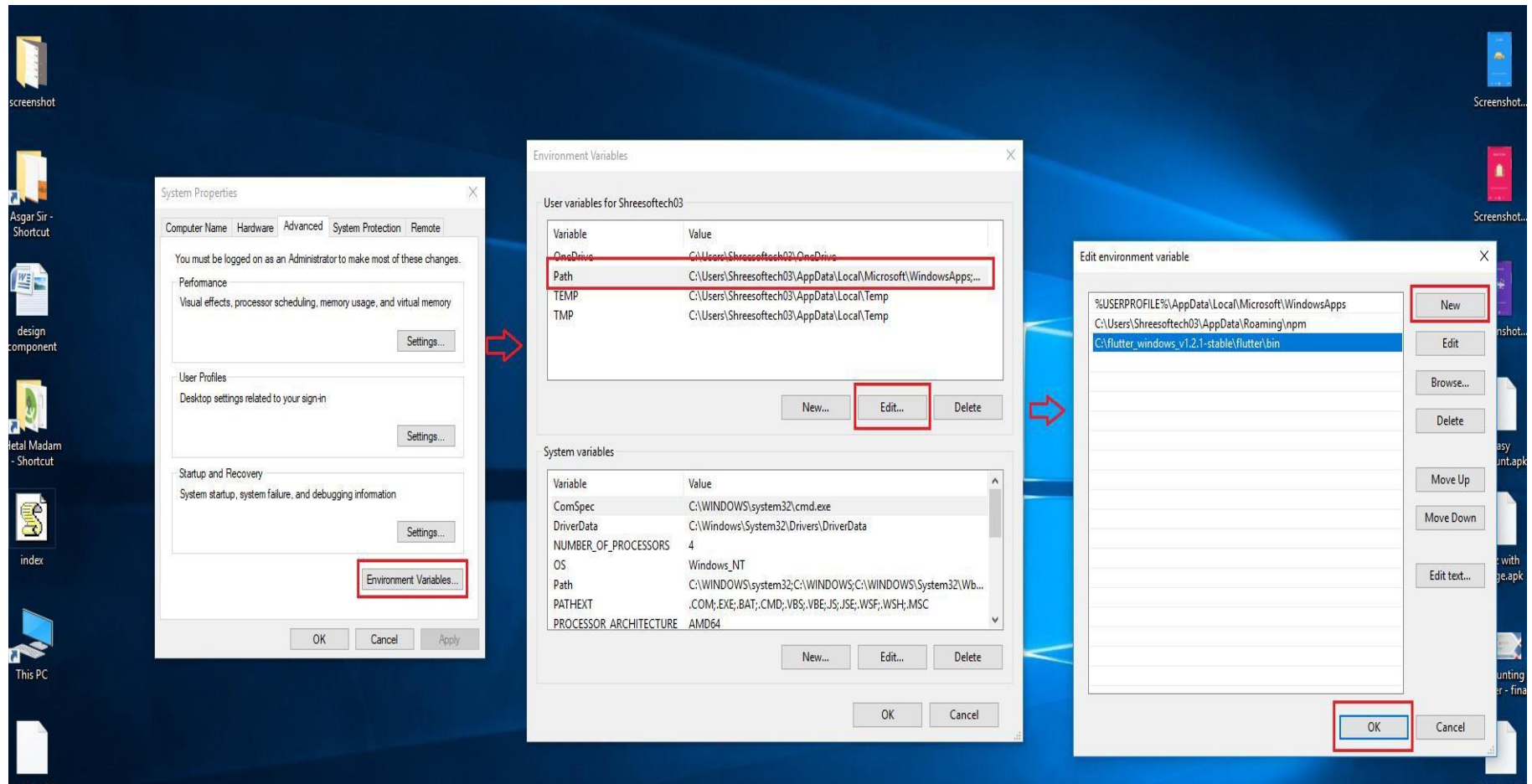
Inside Flutter folder find flutter_console.bat. Start it by double-clicking.<\li<



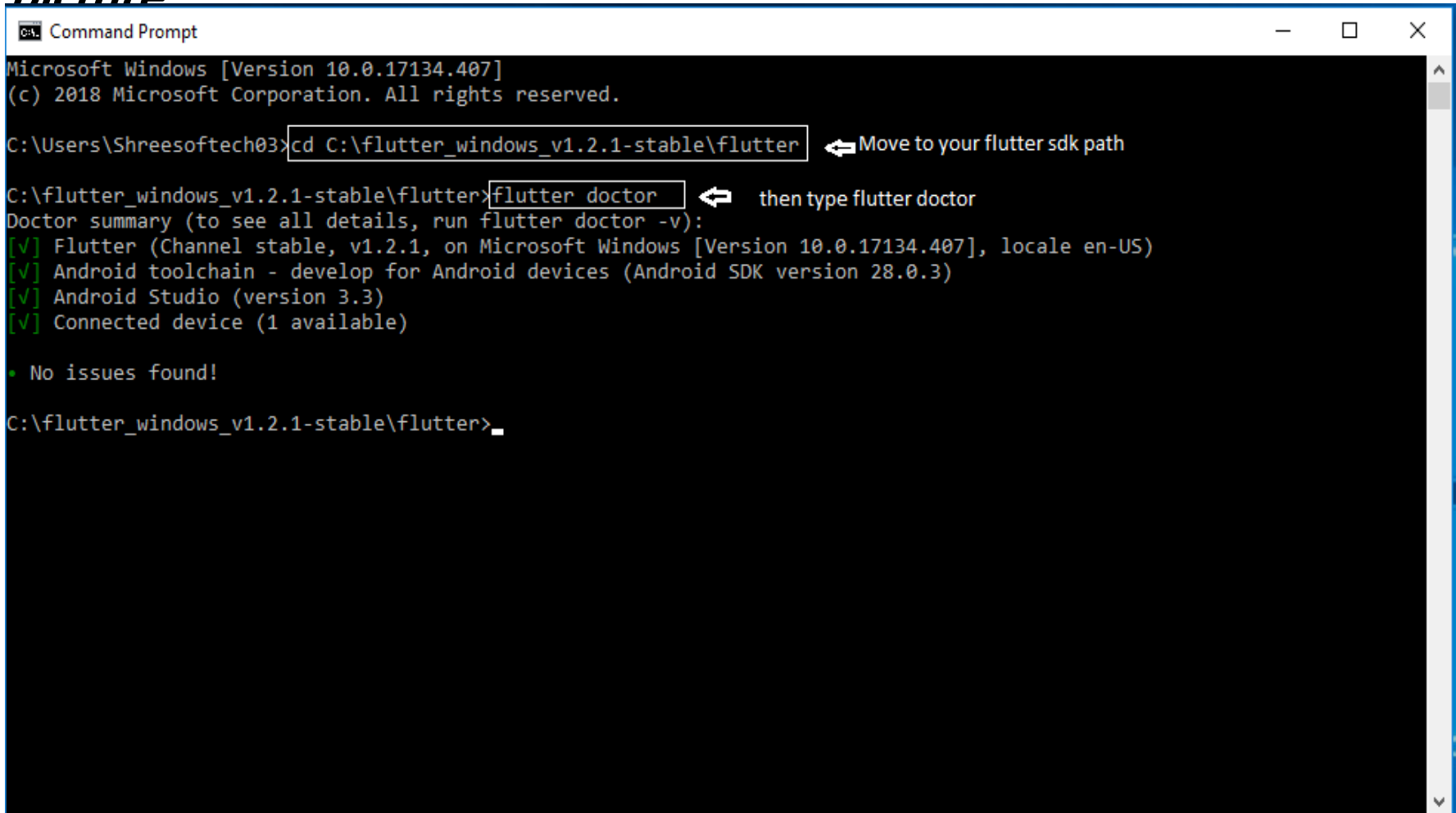
Now set your environment variable
From the Start search bar in , type 'env' and select Edit
environment variables for your account



***Under User variables check if there is an entry called Path:
Click on Edit.new Dialog open from it click on new and copy full
path to flutter\bin as its value
Now Restart your pc for changes to take effect***



***Now check everything is ok or not
open cmd and do following shown in below
picture***



```
Command Prompt
Microsoft Windows [Version 10.0.17134.407]
(c) 2018 Microsoft Corporation. All rights reserved.

C:\Users\Shreesoftech03>cd C:\flutter_windows_v1.2.1-stable\flutter  ← Move to your flutter sdk path


C:\flutter_windows_v1.2.1-stable\flutter>flutter doctor  ← then type flutter doctor
Doctor summary (to see all details, run flutter doctor -v):
[✓] Flutter (Channel stable, v1.2.1, on Microsoft Windows [Version 10.0.17134.407], locale en-US)
[✓] Android toolchain - develop for Android devices (Android SDK version 28.0.3)
[✓] Android Studio (version 3.3)
[✓] Connected device (1 available)

• No issues found!

C:\flutter_windows_v1.2.1-stable\flutter>
```


Now open Android Studio and create new flutter project then select your flutter sdk file to the location where we have downloaded earlier and that's it

Create New Flutter Project ✕



New Flutter Application

Android Studio



Configure the new Flutter application


Project name

Flutter SDK path

▼ ... [⬇ Install SDK...](#)


change this location to downloaded flutter sdk location

Project location

Description

☐ Create project offline

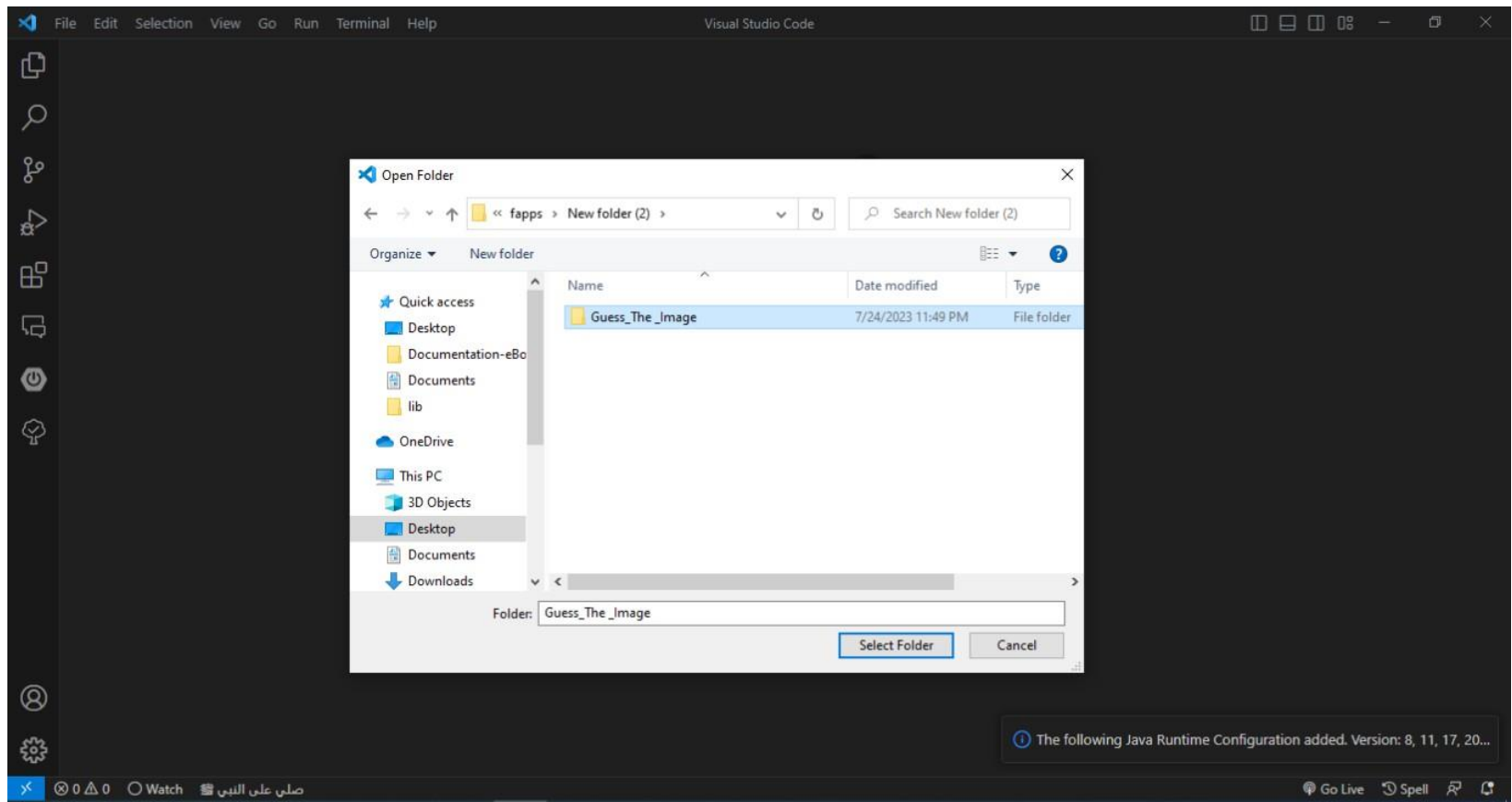
 project location should not contain whitespace, as this can cause problems with the NDK tools.

Previous Next Cancel Finish

How to first run project

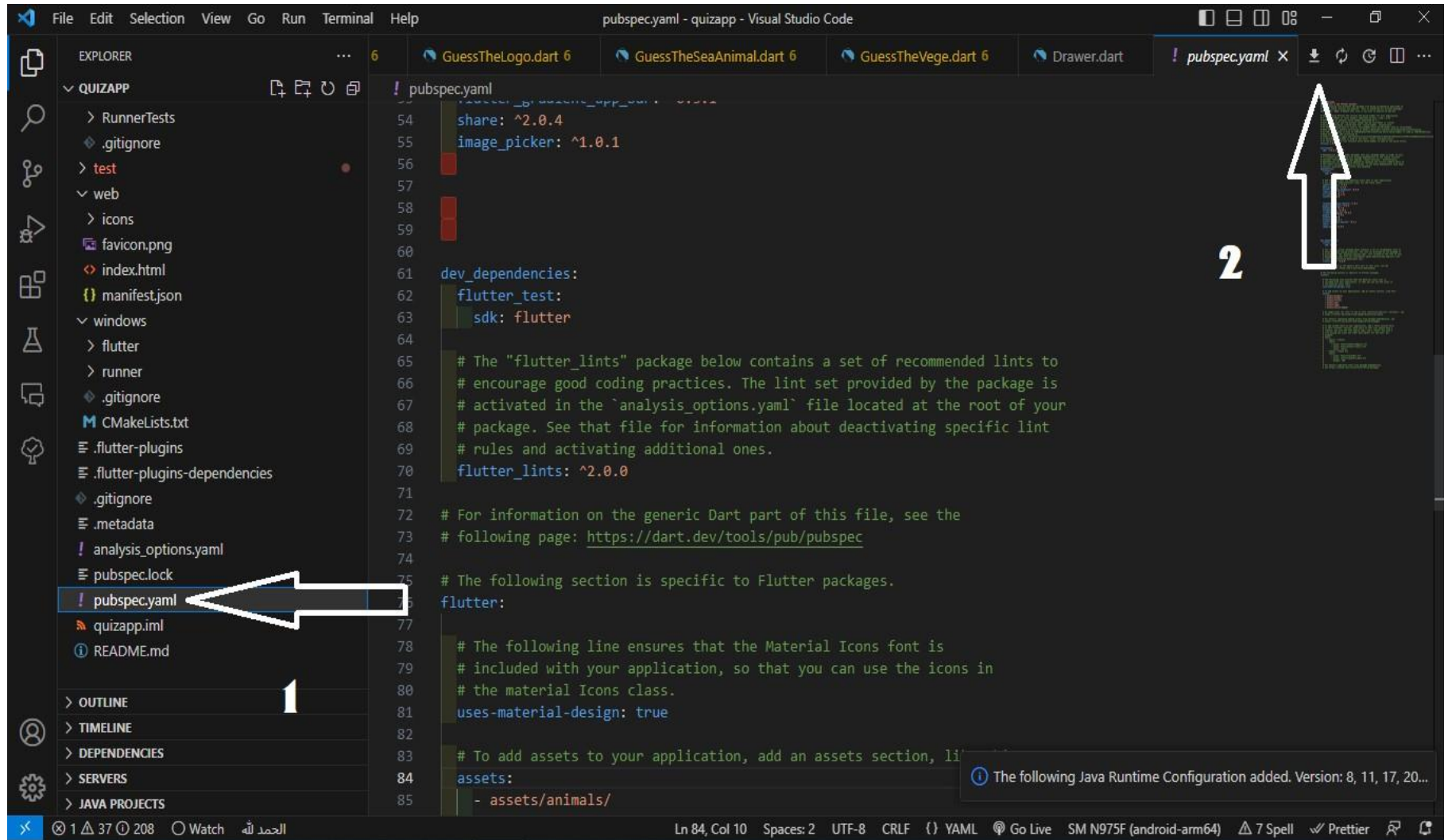
Download VSCode <https://code.visualstudio.com/Download>

Open VSCode , then go to file , open folder, navigate to the code folder you downloaded from <https://codecanyon.net/>



Then go to `pubspec.yaml`, then perform *pub get*

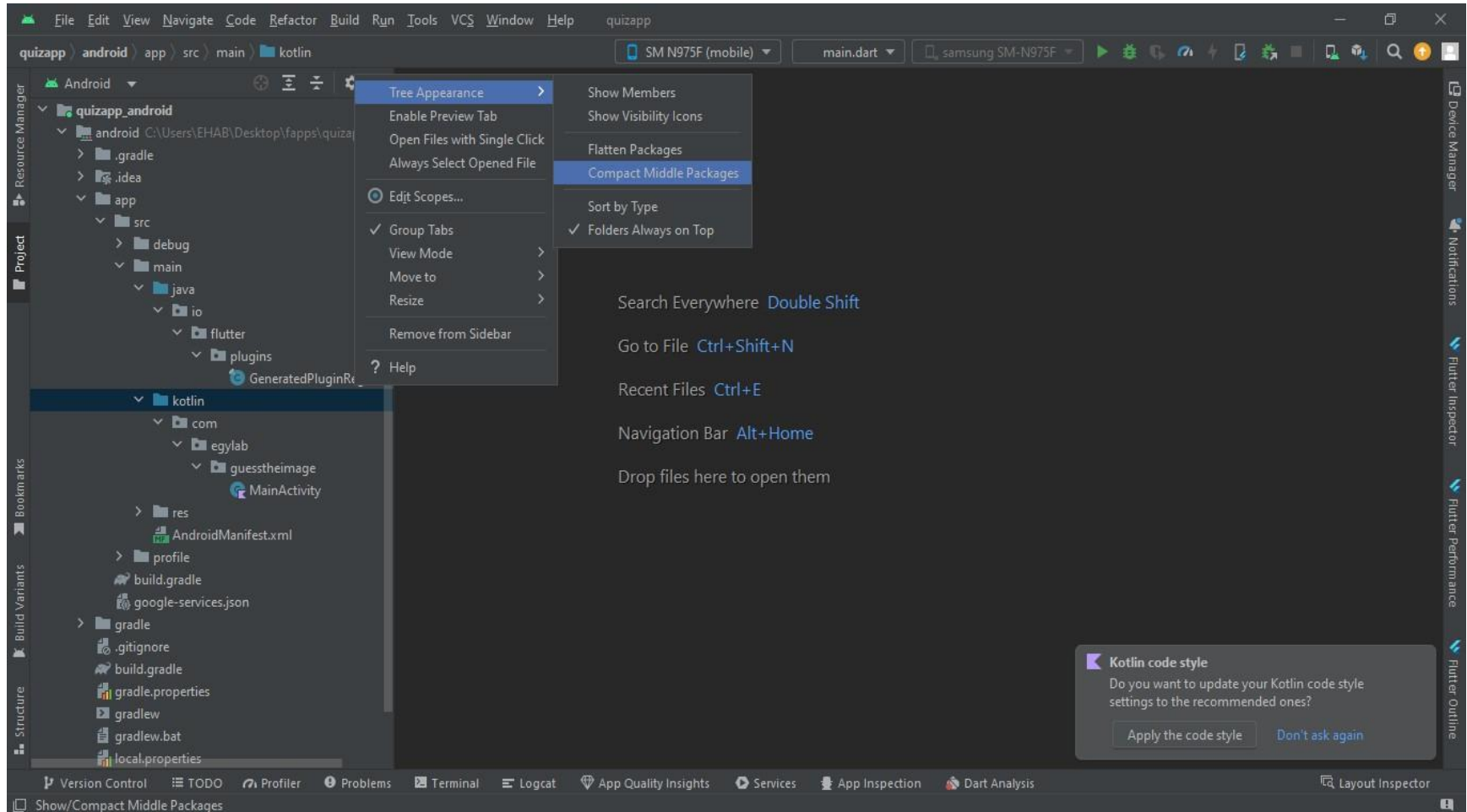
Please **Do not** change any package version, if you upgrade any package you may face some issues



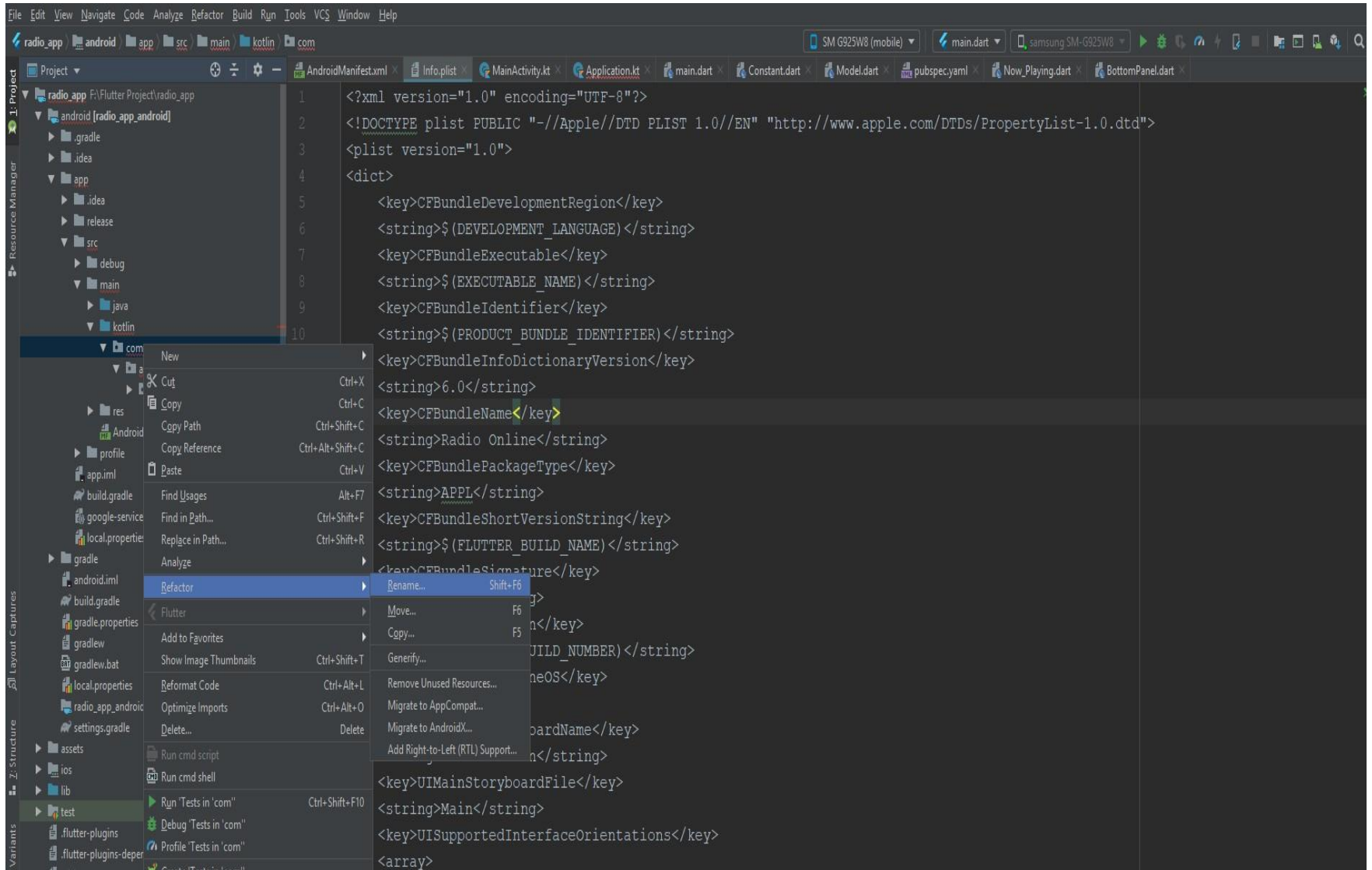
How to change package name

In the Android pane, click on the little gear icon. Uncheck/Deselect the Compact Empty Middle Packages option.

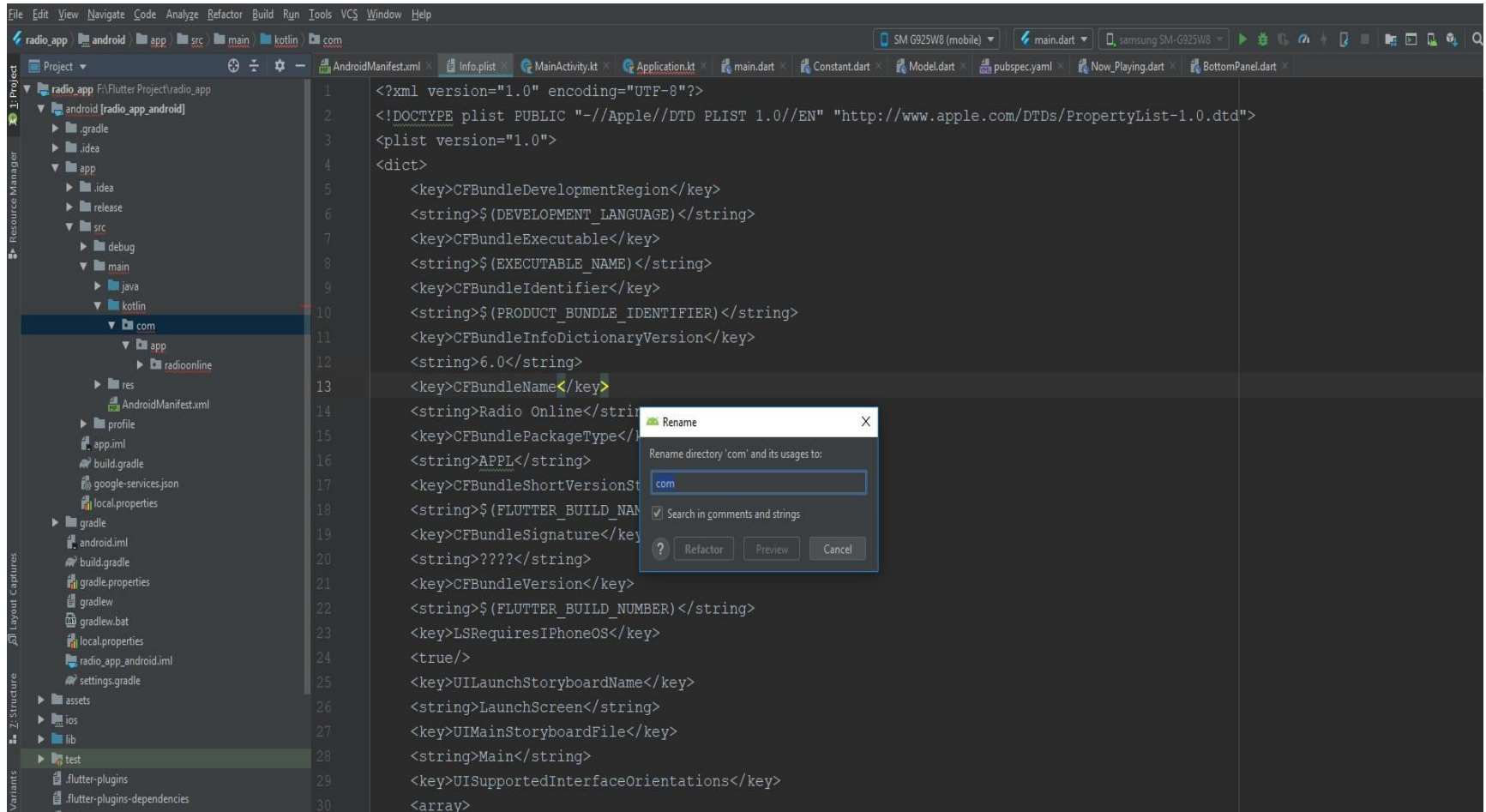
Your package directory will now be broken up in individual directories.



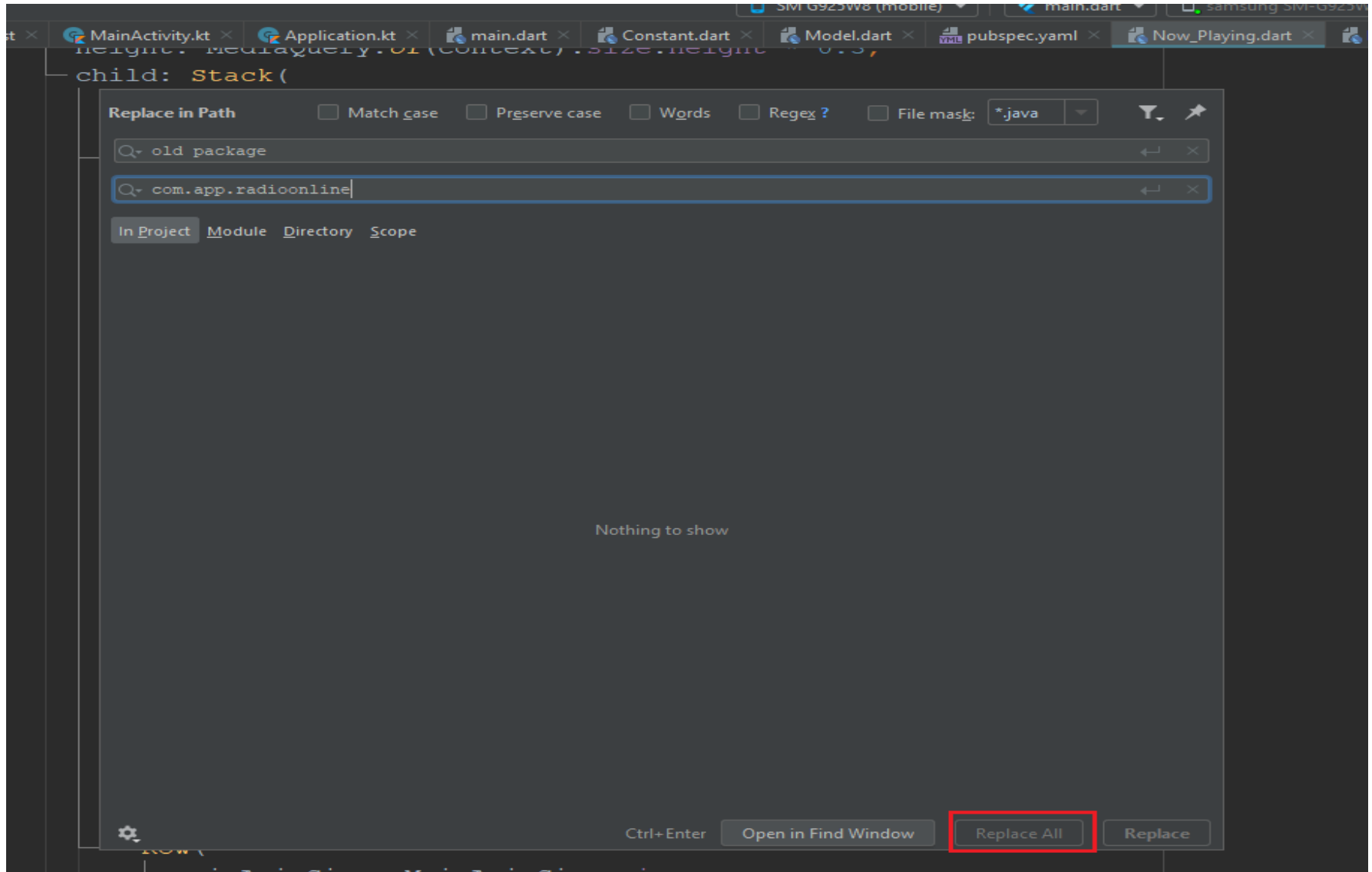
***Individually select each directory you want to rename, and: Right-click it
Select Refactor Click on Rename current In the Pop-up dialog.***

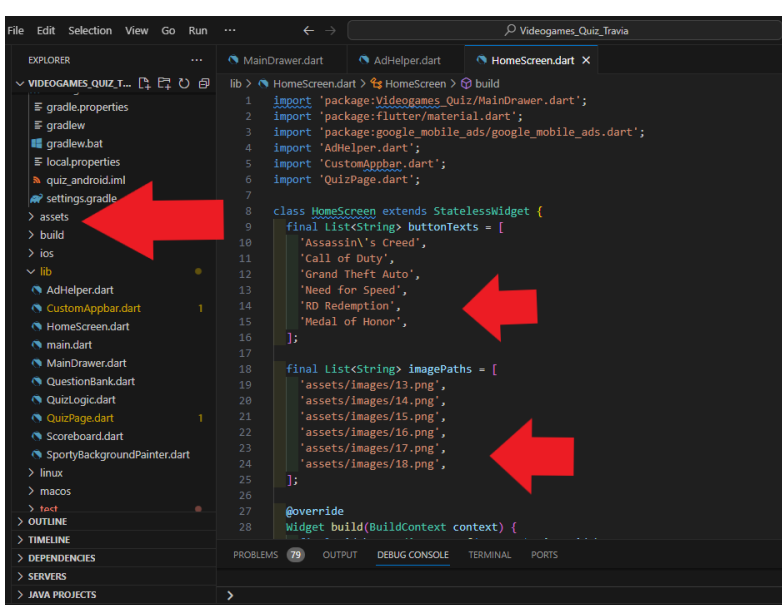


Enter the new name and hit Refactor. Allow a minute to let Android Studio update all changes.



Now press ctrl + shift + R and replace old packagename with your new packagename

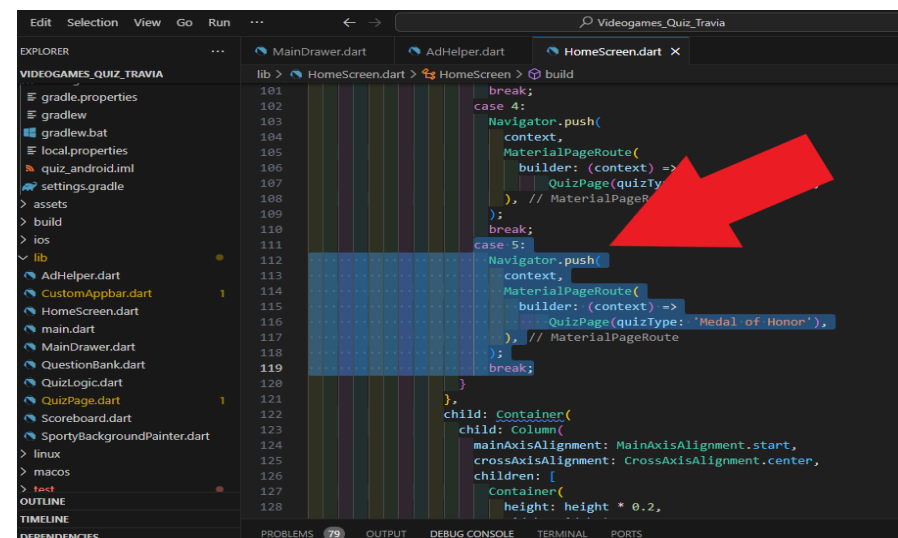
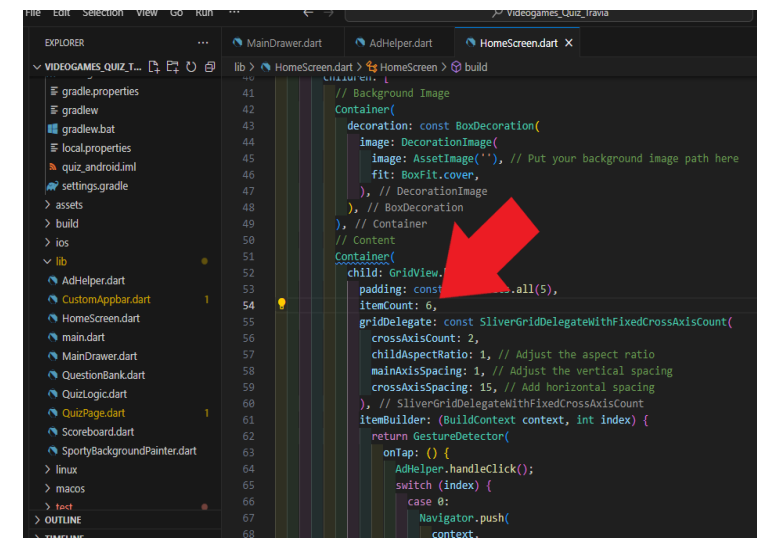




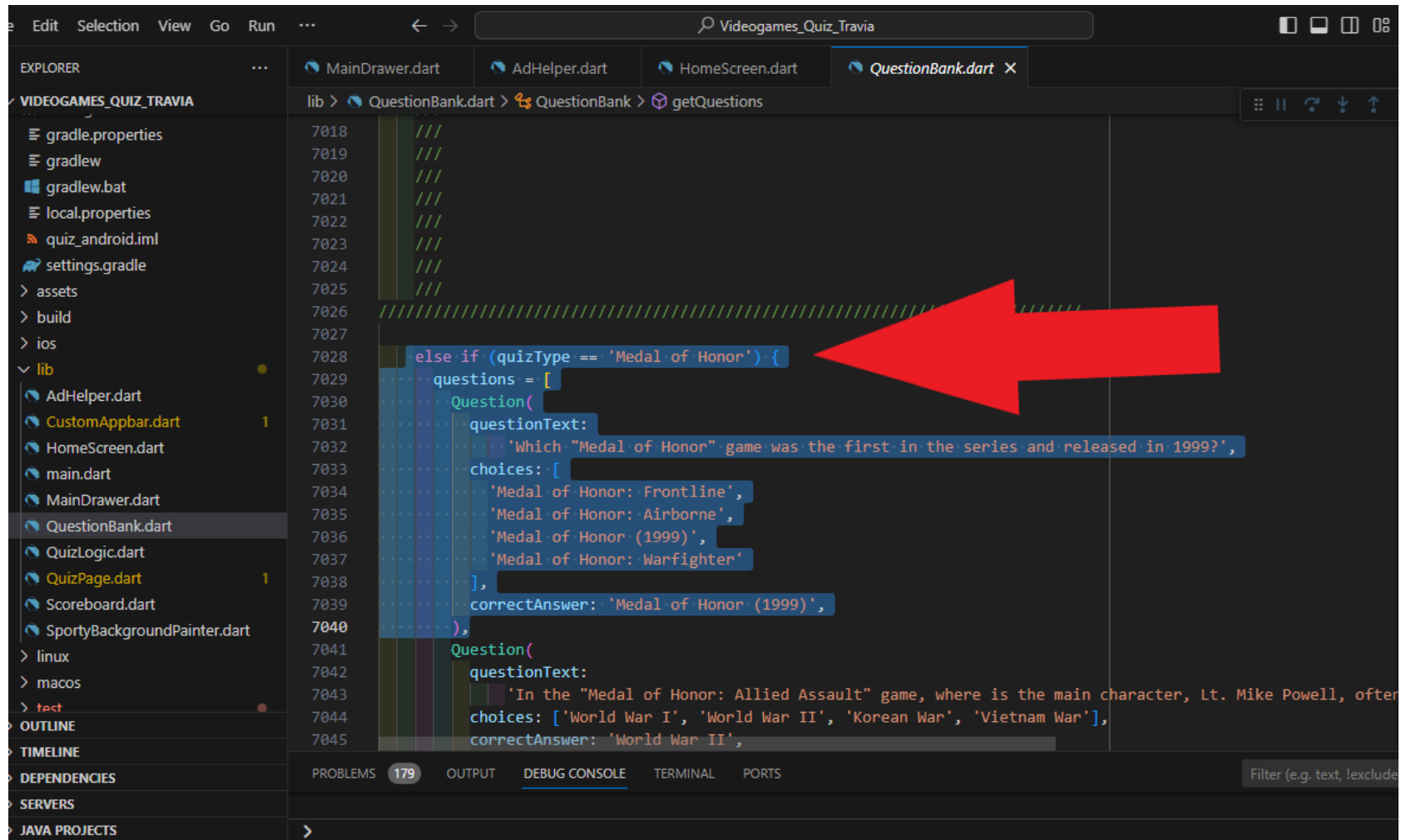
Now , to add new game button , go to homepage and add the new title and add the image of the button to assets folder , then add the image path

Then increase the item count for the new buttons number , if you add new one, change the number to 7

Now add this part with the new button name (same name) . Do not forget to increase the number by one



Now you need to add the new questions , go to the QuestionBank file and copy the mentioned part ,paste it at the end of the last game questions , then add the questions you want in the same form



The screenshot shows an IDE with the following structure:

- EXPLORER: VIDEOGAMES_QUIZ_TRAVIA
 - gradle.properties
 - gradlew
 - gradlew.bat
 - local.properties
 - quiz_android.iml
 - settings.gradle
 - assets
 - build
 - ios
 - lib
 - AdHelper.dart
 - CustomAppBar.dart
 - HomeScreen.dart
 - main.dart
 - MainDrawer.dart
 - QuestionBank.dart
 - QuizLogic.dart
 - QuizPage.dart
 - Scoreboard.dart
 - SportyBackgroundPainter.dart
 - linux
 - macos
 - test
- OUTLINE
- TIMELINE
- DEPENDENCIES
- SERVICES
- JAVA PROJECTS

- LIBRARY: lib > QuestionBank.dart > QuestionBank > getQuestions

The code in QuestionBank.dart is as follows:

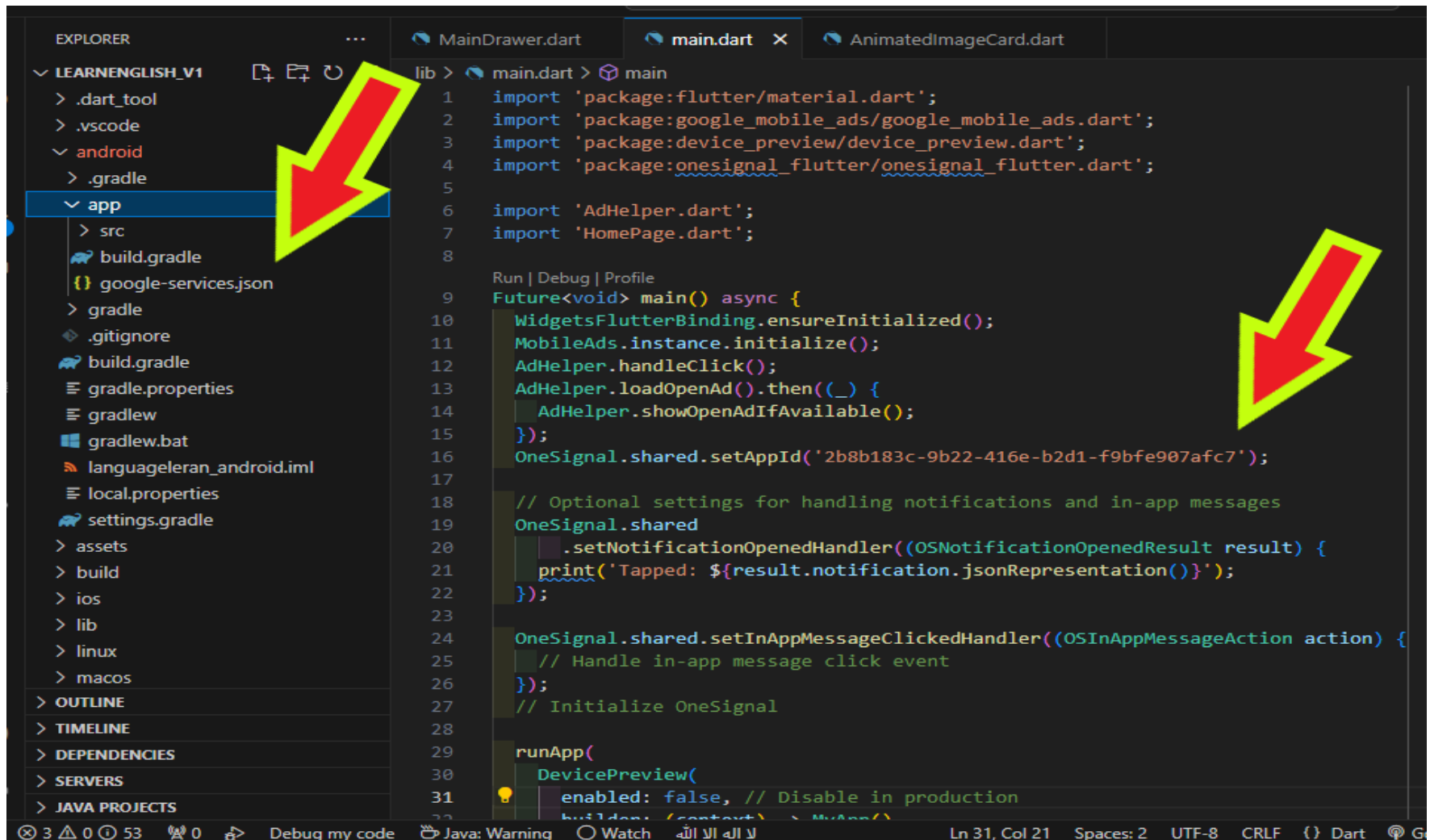
```
7018 ///
7019 ///
7020 ///
7021 ///
7022 ///
7023 ///
7024 ///
7025 ///
7026 //////////////////////////////////////
7027
7028 else if (quizType == 'Medal of Honor') {
7029     questions = [
7030         Question(
7031             questionText:
7032                 'Which "Medal of Honor" game was the first in the series and released in 1999?',
7033             choices: [
7034                 'Medal of Honor: Frontline',
7035                 'Medal of Honor: Airborne',
7036                 'Medal of Honor (1999)',
7037                 'Medal of Honor: Warfighter'
7038             ],
7039             correctAnswer: 'Medal of Honor (1999)',
7040         ),
7041         Question(
7042             questionText:
7043                 'In the "Medal of Honor: Allied Assault" game, where is the main character, Lt. Mike Powell, often
7044             choices: ['World War I', 'World War II', 'Korean War', 'Vietnam War'],
7045             correctAnswer: 'World War II',
```

The quiz logic works as follows

the app choose random 20 questions to make 1 set then after the user answer this set the app show the score board , then if the user play again the app will choose another random 20 and so on

**BE CAREFUL . QUIZTYPE
NAME ON THE BUTTON &
THE QUIZ TYPE NAME ON
THE QUESTION BANK & THE
NAME ON BUTTON TEXT
MUST BE ALL THE SAME**

For the notifications , you need to add the [google-services.json](#) from firebase to the app folder , then add your app on [onesignal.com](#) and get the App Id , then add the id in the main file as in the image , and so you can send push and in app notifications

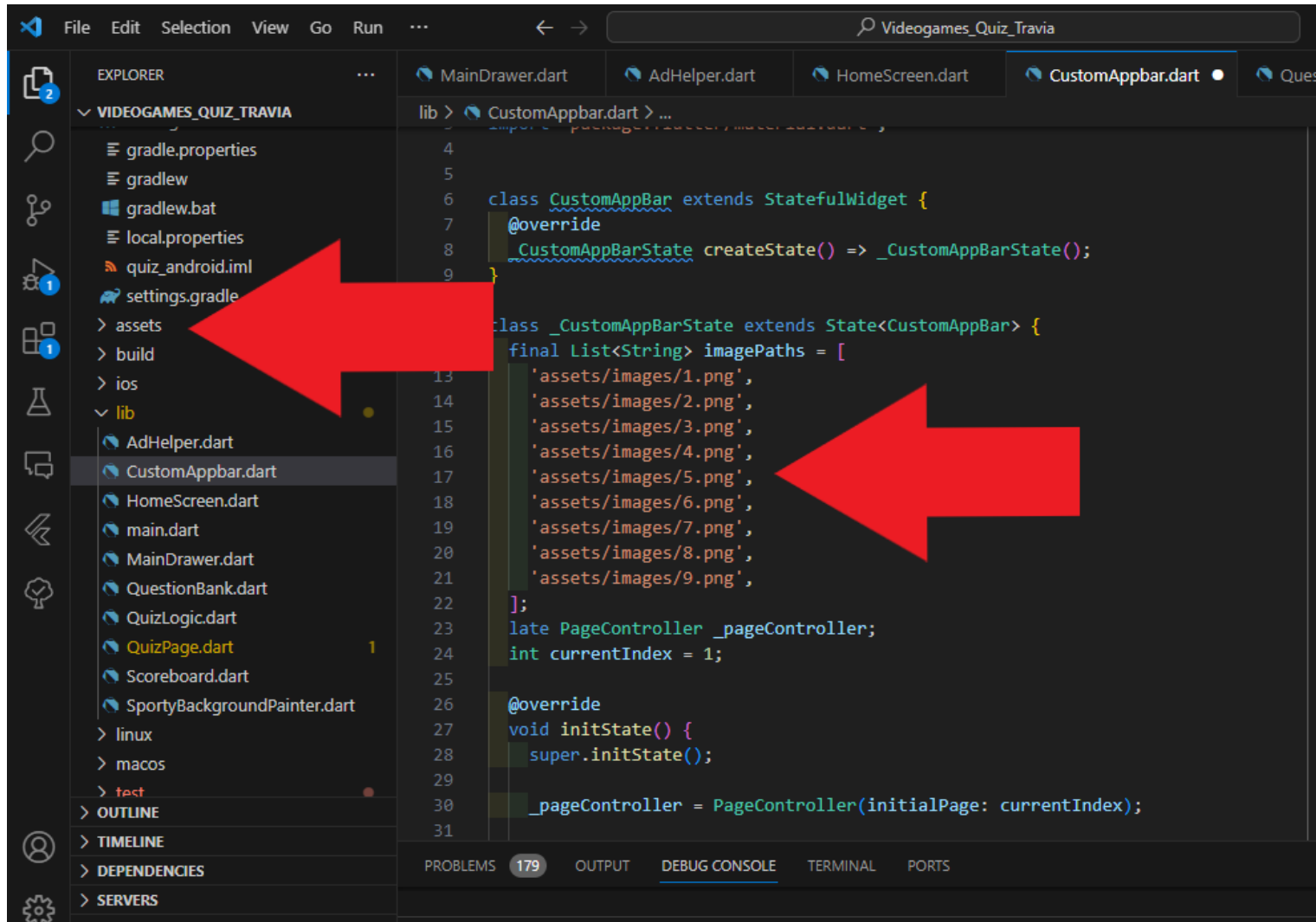


```
EXPLORER
└─ LEARNENGLISH_V1
  ├── .dart_tool
  ├── .vscode
  └─ android
    ├── .gradle
    └─ app
      ├── src
      ├── build.gradle
      ├── google-services.json
      ├── gradle
      ├── .gitignore
      ├── build.gradle
      ├── gradle.properties
      ├── gradlew
      ├── gradlew.bat
      ├── languagelearn_android.iml
      ├── local.properties
      ├── settings.gradle
      ├── assets
      ├── build
      ├── ios
      ├── lib
      ├── linux
      └── macos
    └─ OUTLINE
      ├── TIMELINE
      ├── DEPENDENCIES
      ├── SERVERS
      └── JAVA PROJECTS

MainDrawer.dart
main.dart
AnimatedImageCard.dart

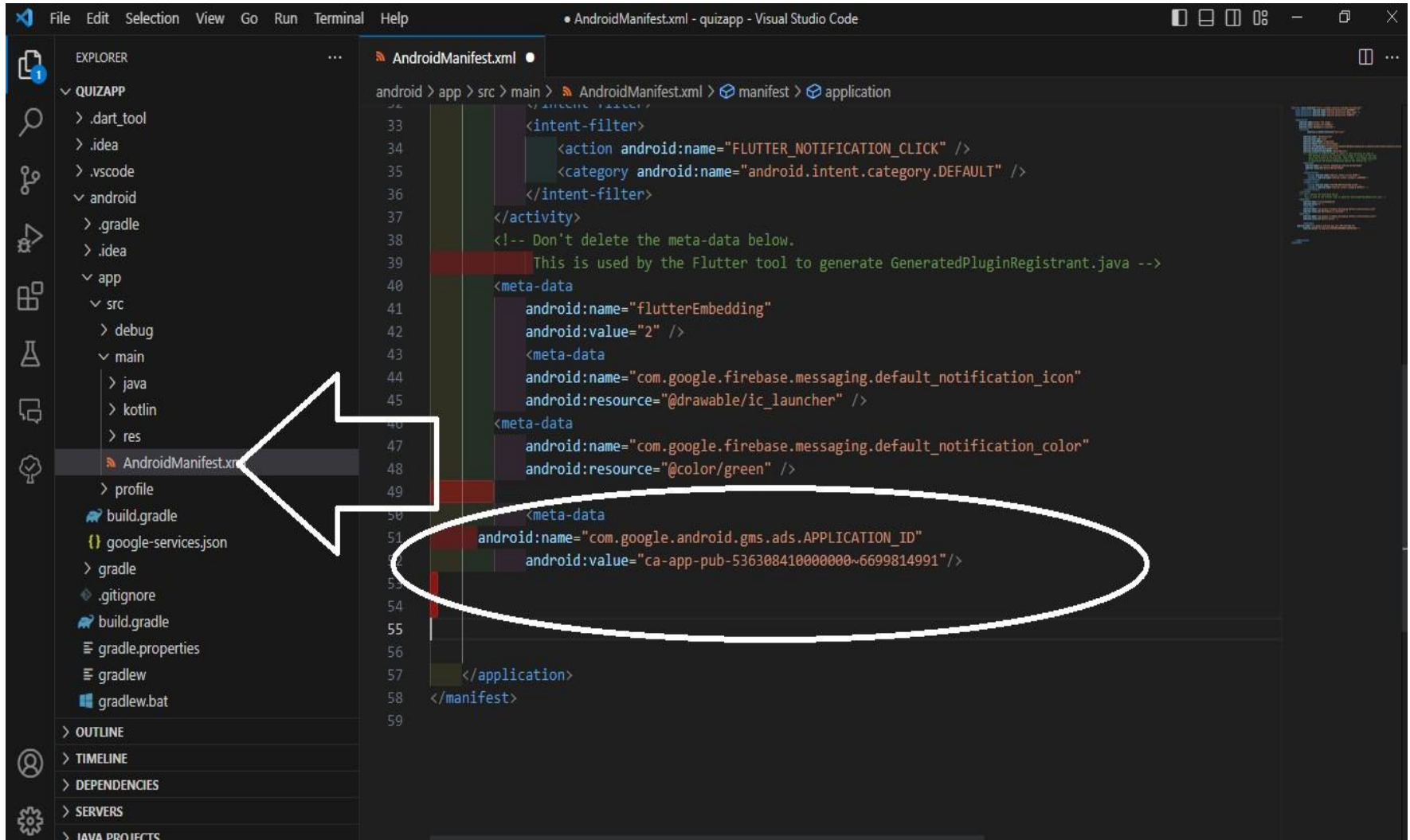
lib > main.dart > main
1  import 'package:flutter/material.dart';
2  import 'package:google_mobile_ads/google_mobile_ads.dart';
3  import 'package:device_preview/device_preview.dart';
4  import 'package:onesignal_flutter/onesignal_flutter.dart';
5
6  import 'AdHelper.dart';
7  import 'HomePage.dart';
8
Run | Debug | Profile
9  Future<void> main() async {
10     WidgetsFlutterBinding.ensureInitialized();
11     MobileAds.instance.initialize();
12     AdHelper.handleClick();
13     AdHelper.loadOpenAd().then((_) {
14         AdHelper.showOpenAdIfAvailable();
15     });
16     OneSignal.shared.setAppId('2b8b183c-9b22-416e-b2d1-f9bfe907afc7');
17
18     // Optional settings for handling notifications and in-app messages
19     OneSignal.shared
20         .setNotificationOpenedHandler((OSNotificationOpenedResult result) {
21             print('Tapped: ${result.notification.jsonRepresentation()}');
22         });
23
24     OneSignal.shared.setInAppMessageClickedHandler((OSInAppMessageAction action) {
25         // Handle in-app message click event
26     });
27     // Initialize OneSignal
28
29     runApp(
30         DevicePreview(
31             enabled: false, // Disable in production
32             builder: (context) => MyApp(),
33         ),
34     );
35 }
```

Now if you want to change or add new images to the custom appbar , just add the new images to the assets folder and add the images paths in the customappbar file as mentioned



How to Add Admob Id in Project

In AndroidManifest.xml add your Admob app id



READ CAREFULLY

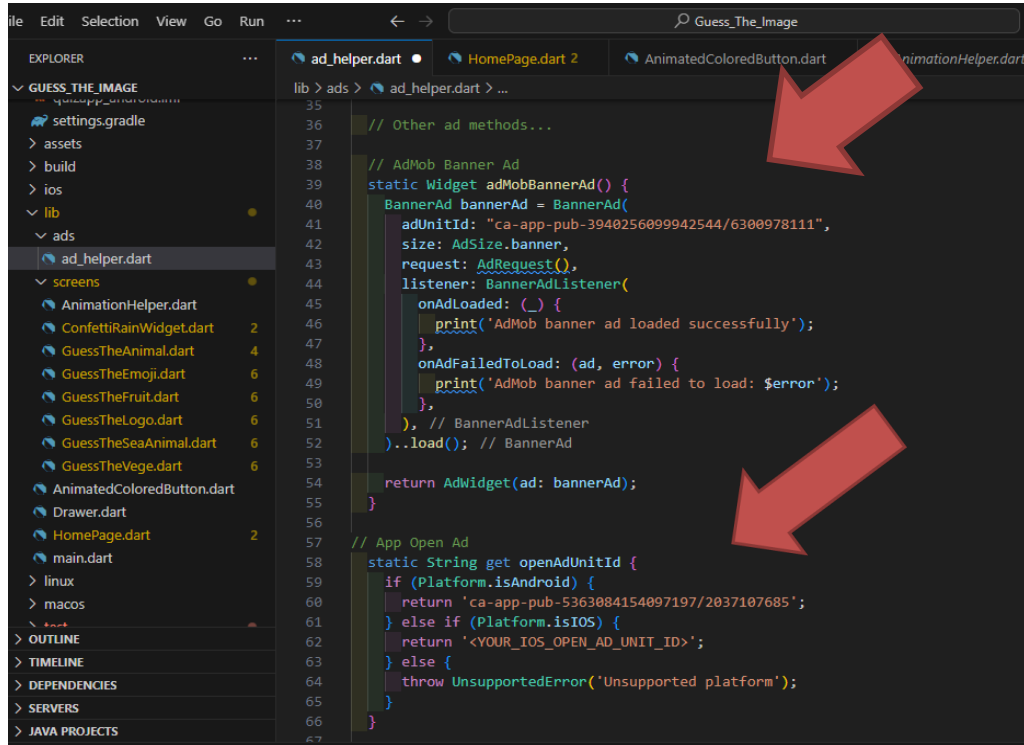
- For Ads , now the code has

. Admob Banner , Int and Open ad

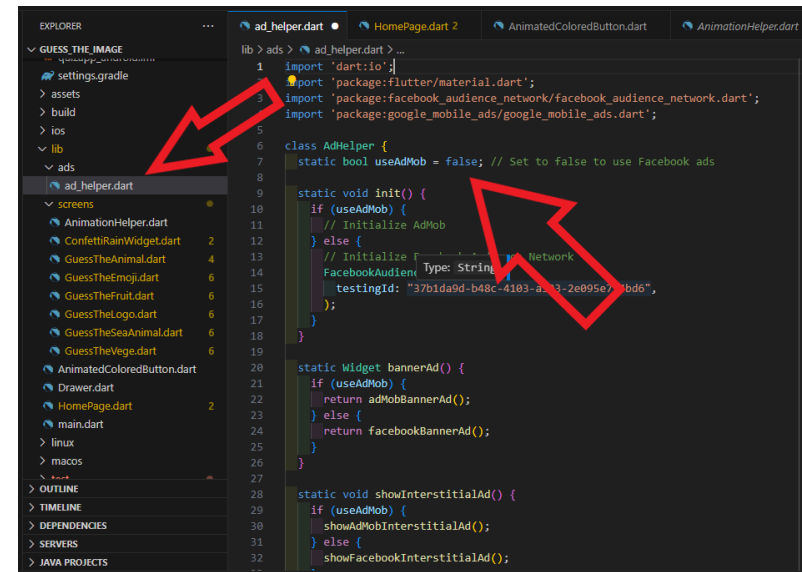
also we added **facebook Banner** and **Int** ads

you can control which ads you want to use admob or facebook ads from the adhelper file only for Banner and Int ads but open is only admob so even if you choose admob ads false this will disable only Banner and Int ads

Check this



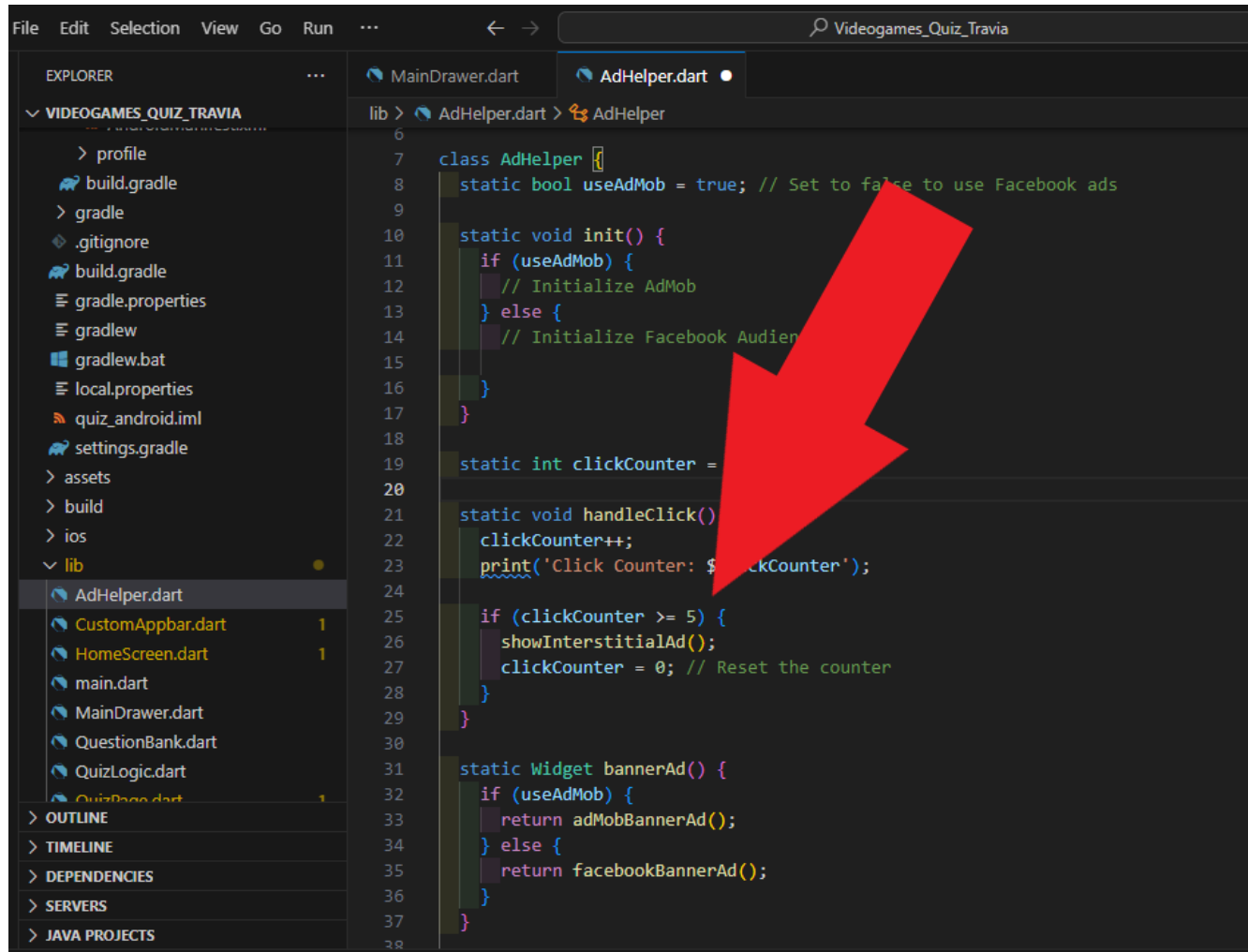
```
lib > ads > ad_helper.dart > ...
35
36 // Other ad methods...
37
38 // AdMob Banner Ad
39 static Widget adMobBannerAd() {
40   BannerAd bannerAd = BannerAd(
41     adUnitId: "ca-app-pub-3940256099942544/6300978111",
42     size: AdSize.banner,
43     request: AdRequest(),
44     listener: BannerAdListener(
45       onAdLoaded: (_) {
46         print('AdMob banner ad loaded successfully');
47       },
48       onAdFailedToLoad: (ad, error) {
49         print('AdMob banner ad failed to load: $error');
50       },
51     ), // BannerAdListener
52   ).load(); // BannerAd
53
54   return AdWidget(ad: bannerAd);
55 }
56
57 // App Open Ad
58 static String get openAdUnitId {
59   if (Platform.isAndroid) {
60     return 'ca-app-pub-5363084154097197/2037107685';
61   } else if (Platform.isIOS) {
62     return '<YOUR_IOS_OPEN_AD_UNIT_ID>';
63   } else {
64     throw UnsupportedError('Unsupported platform');
65   }
66 }
67
```



```
lib > ads > ad_helper.dart > ...
1 import 'dart:io';
2 import 'package:flutter/material.dart';
3 import 'package:facebook_audience_network/facebook_audience_network.dart';
4 import 'package:google_mobile_ads/google_mobile_ads.dart';
5
6 class AdHelper {
7   static bool useAdMob = false; // Set to false to use Facebook ads
8
9   static void init() {
10     if (useAdMob) {
11       // Initialize AdMob
12     } else {
13       // Initialize Facebook Audience Network
14       FacebookAudienceNetwork.initialize(
15         testingId: "37b1da9d-b48c-4103-a3-2e095e7b0bd6",
16       );
17     }
18   }
19
20   static Widget bannerAd() {
21     if (useAdMob) {
22       return adMobBannerAd();
23     } else {
24       return facebookBannerAd();
25     }
26   }
27
28   static void showInterstitialAd() {
29     if (useAdMob) {
30       showAdMobInterstitialAd();
31     } else {
32       showFacebookInterstitialAd();
33     }
34   }
35 }
36
```

And here you can change with your ad ids for both admob and facebook ads

Also the Int ads shows very 5 clicks any where in the app so if you like to change the number of clicks just change the mentioned number



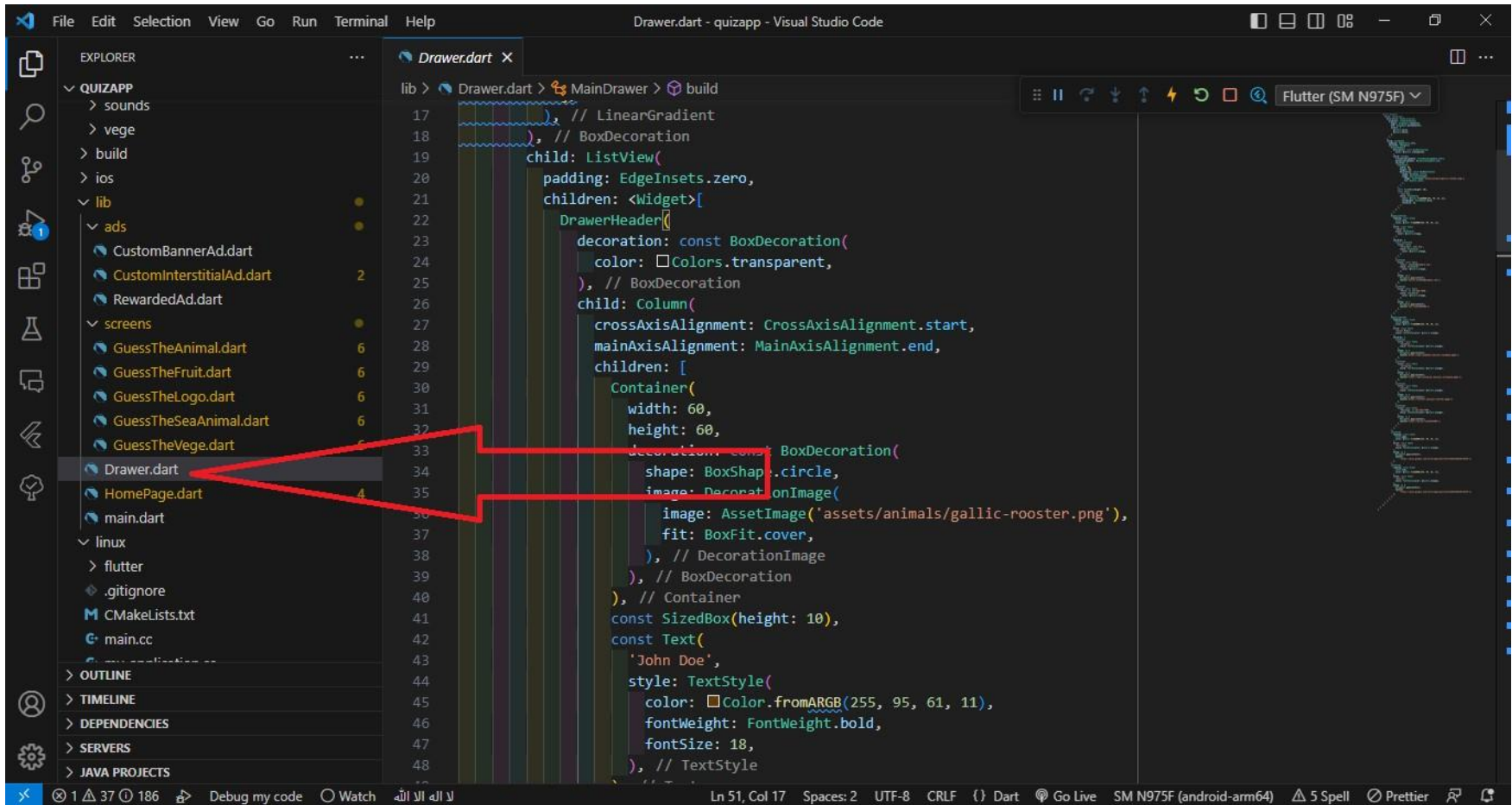
The screenshot shows an IDE with the following structure:

- File Edit Selection View Go Run ...
- Search: Videogames_Quiz_Trivia
- EXPLORER
 - VIDEOGAMES_QUIZ_TRAVIA
 - profile
 - build.gradle
 - gradle
 - .gitignore
 - build.gradle
 - gradle.properties
 - gradlew
 - gradlew.bat
 - local.properties
 - quiz_android.iml
 - settings.gradle
 - assets
 - build
 - ios
 - lib
 - AdHelper.dart
 - CustomAppBar.dart 1
 - HomeScreen.dart 1
 - main.dart
 - MainDrawer.dart
 - QuestionBank.dart
 - QuizLogic.dart
 - QuizPage.dart 1
 - OUTLINE
 - TIMELINE
 - DEPENDENCIES
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- lib > AdHelper.dart > AdHelper
- 6
- 7 class AdHelper {
- 8 static bool useAdMob = true; // Set to false to use Facebook ads
- 9
- 10 static void init() {
- 11 if (useAdMob) {
- 12 // Initialize AdMob
- 13 } else {
- 14 // Initialize Facebook Audience
- 15 }
- 16 }
- 17 }
- 18
- 19 static int clickCounter =
- 20
- 21 static void handleClick() {
- 22 clickCounter++;
- 23 print('Click Counter: \$clickCounter');
- 24
- 25 if (clickCounter >= 5) {
- 26 showInterstitialAd();
- 27 clickCounter = 0; // Reset the counter
- 28 }
- 29 }
- 30
- 31 static Widget bannerAd() {
- 32 if (useAdMob) {
- 33 return adMobBannerAd();
- 34 } else {
- 35 return facebookBannerAd();
- 36 }
- 37 }
- 38 }

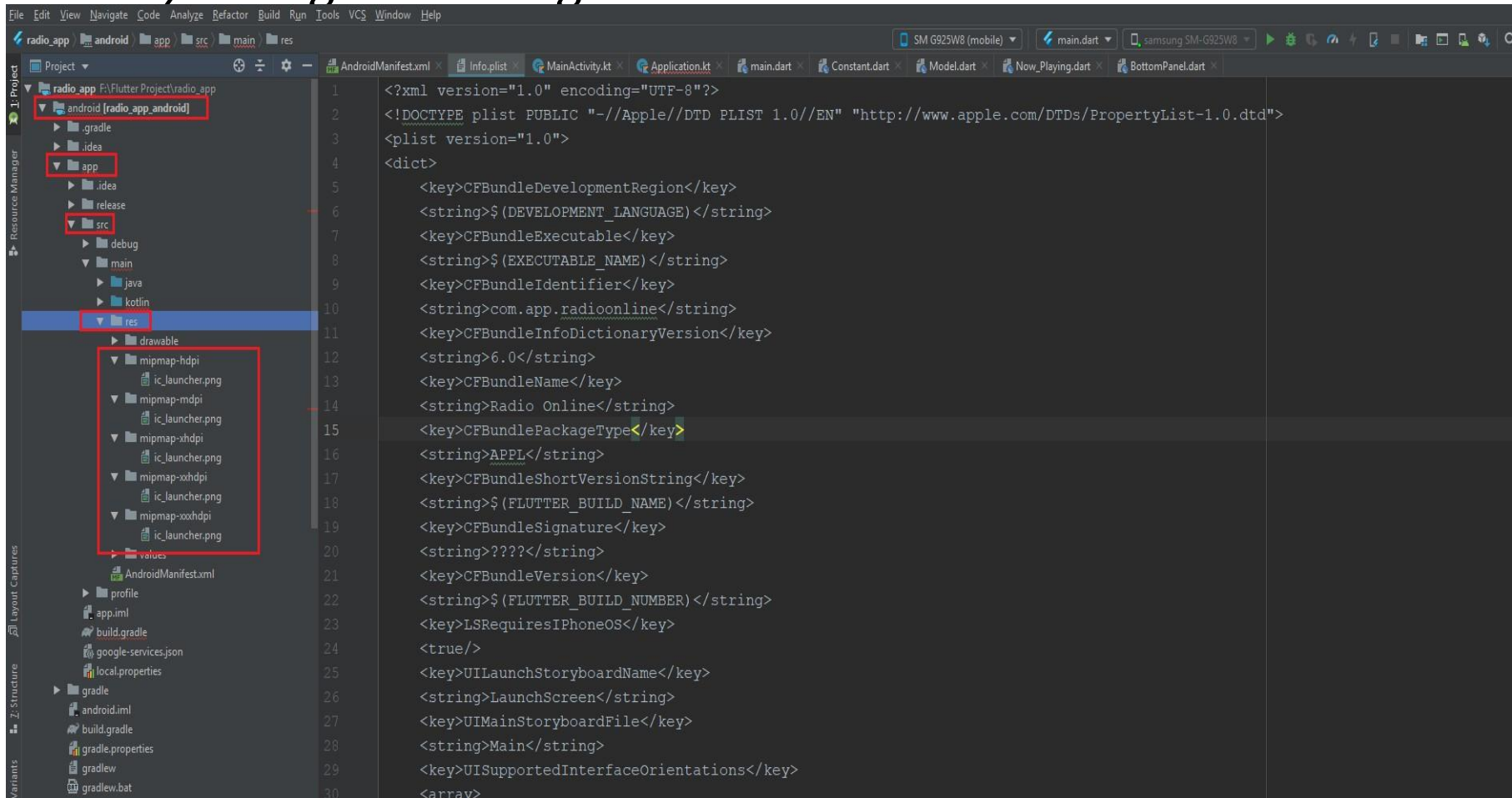
A large red arrow points to the line `static int clickCounter =` in the `AdHelper` class.

Now time to change your info in the drawer . Just go to the drawer file , all the info is there , just change it to yours

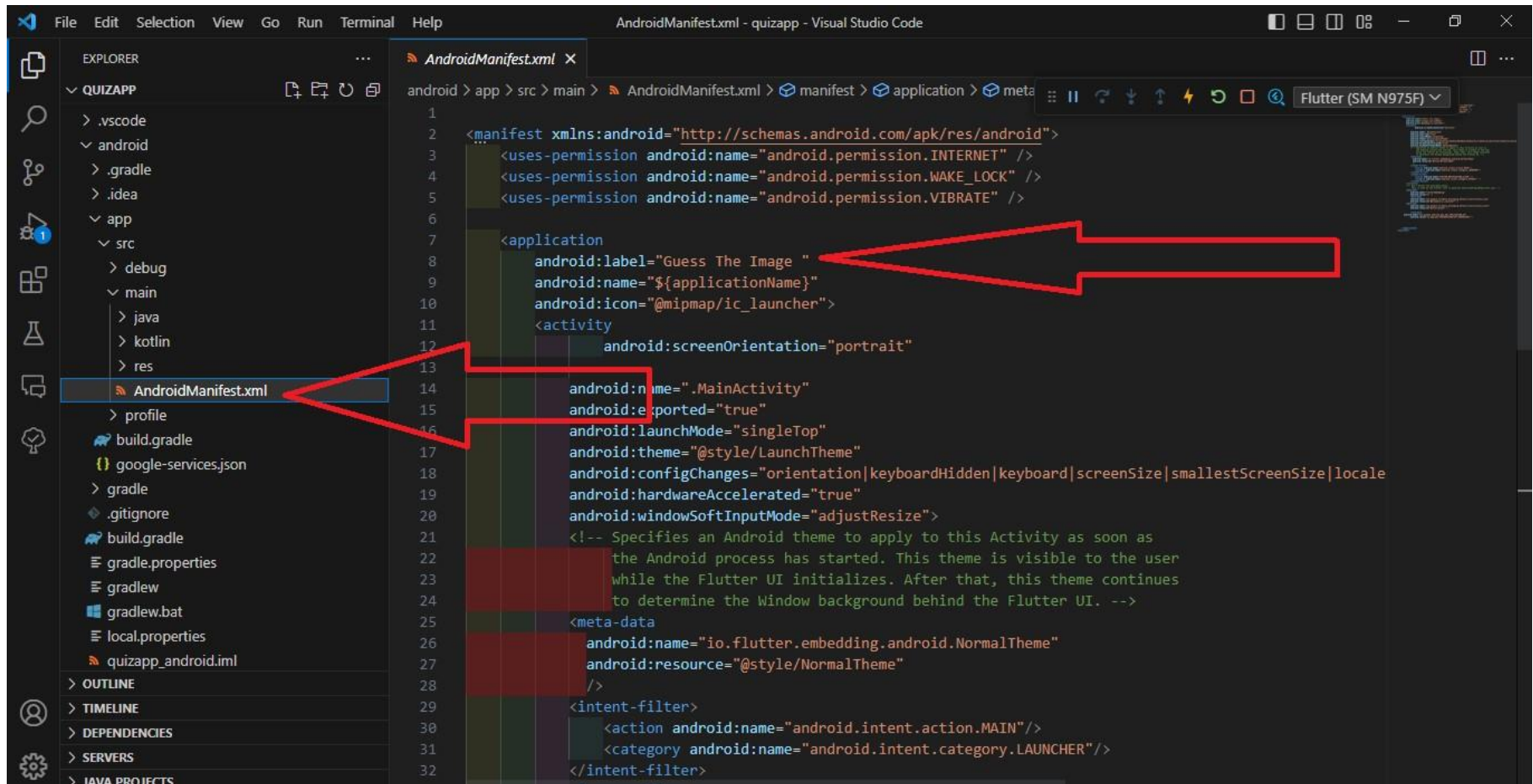


How to Change app logo

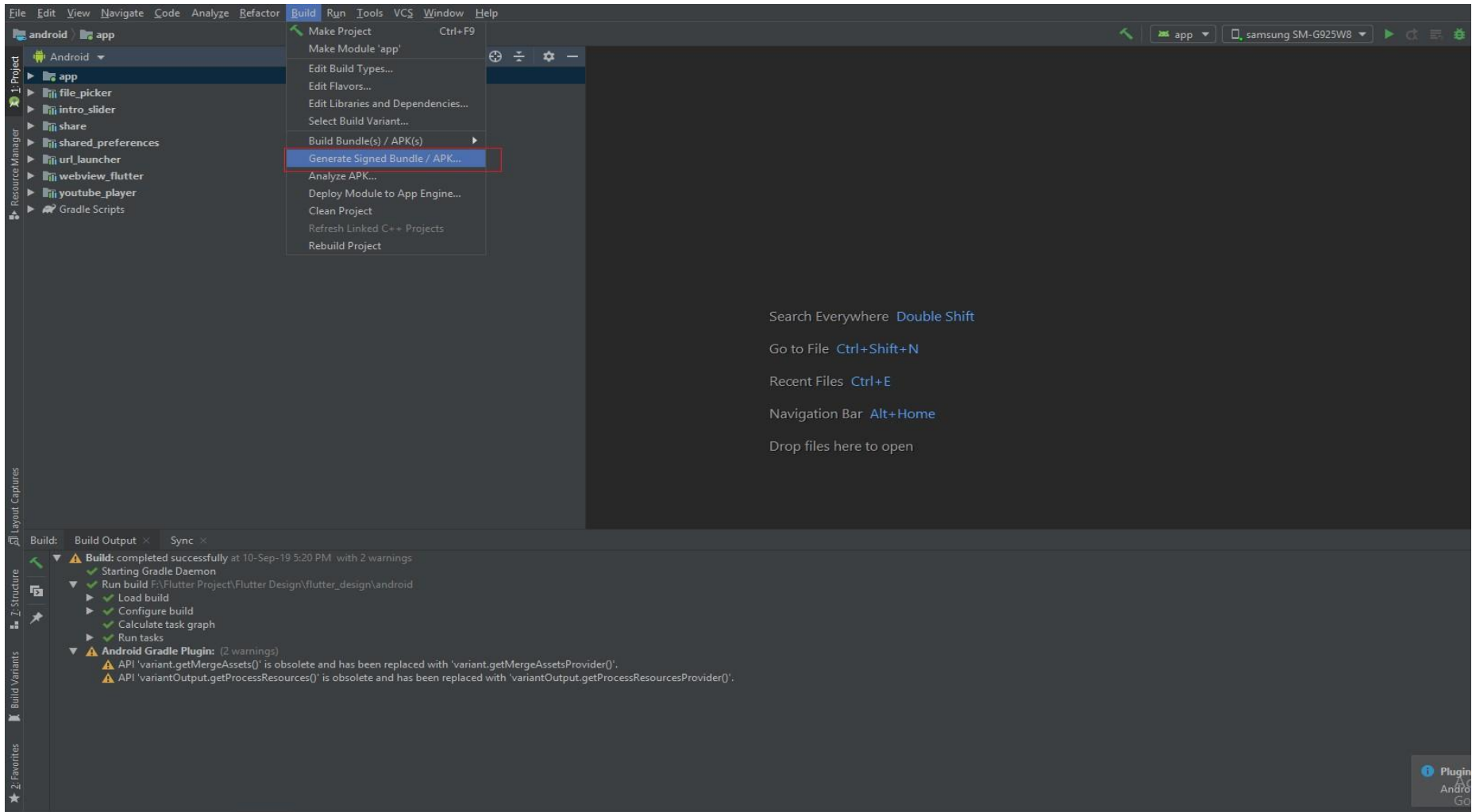
*For Android, open android > app > src > main > res > mipmap
add
here your logo according to device screen size*



How to Change app name



Generate Release APK From andriod studio



Need Support?

Contact me whatsapp: +201501549825)please consider the time zone(

Or drop me an email : egylabapps@gmail.com

Your Feedback

Dear valuable customer, Thank you very much for choosing our product. It's our pleasure to serve top-notch service to you. Please give us your honest feedback that will help us to make a more strong and reliable products. Thank you very much.

Ratting

If you like our app, we will highly appreciate if you can provide us a rating of 5. You can rate us on CodeCanyon

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