

Prerequisites:

TripPlanner App

Our Project is Trip Planner app built using Flutter, a popular cross-platform framework for building mobile applications.App aim to provide the hotels,flight booking services.Services provided are:

Hotel Booking Services:User can book any hotel at any given dates and anytime in matter of few clicks,User can search the hotel by city name.

Flight Bookings:User can book their flight with ease through our app from anywhere to anywhere in matter of few clicks.

Plan Generator:Our app aim to create a custom plan for user by taking information like city,Start Date,End Date,Duration of the trip,etc.It will create a Day-wise plan for the trip.

Hardware Requirements:

Processor: Dual-Core 2GHz or equivalent

RAM: 8GB or Higher

Operating system: Windows 7 or newer, or Linux machine

Software Requirements:

Flutter SDK: Download and install the Flutter SDK, which includes the Flutter framework, Dart SDK, and various command-line tools for developing Flutter apps.

Integrated Development Environment (IDE):

Choose an IDE for Flutter development. Popular options include:

- Visual Studio Code (VS Code) with the Flutter and Dart plugins.
- Android Studio with the Flutter plugin.
- IntelliJ IDEA with the Flutter plugin.

Firebase Account:

Sign up for a Firebase account if you haven't already. You'll need this to create a Firebase project, set up Firestore for storing data, Firebase Storage for storing media files like videos, and possibly Firebase Authentication for user authentication.

Firestore Tools: Install the Firebase command-line tools (firebase-tools) for interacting with Firebase services from the command line. You'll use this for tasks like deploying your app and managing Firebase services.

Flutter Packages and Plugins:

1. `firebase_core`
2. `cloud_firestore`
3. `firebase_storage`
4. `video_player`
5. `flutter/material.dart`
6. `flutter/cupertino.dart`
7. `flutter_svg`
8. `cached_network_image`
9. `provider`
10. `flutter_bloc` or `riverpod`
11. `fluttertoast`
12. `url_launcher`

Dependencies:

Configure dependencies in your Flutter project's `pubspec.yaml` file for packages like `firebase_core`, `cloud_firestore`, `firebase_storage`, and any other packages you may need for video playback, UI components, state management, etc.