## EA Mobile CI/CD - Fastlane local setup

## **Overview**

To be able to automate your Android deployment, you need to install Fastlane, make sure you fill the environment variables correctly and then run the fastlane command.

## How to set up in a new project (locally)

- 1. Navigate to your project root folder
- 2. Run the following command

```
brew install fastlane
```

3. Then copy Gemfile to your project root folder and then run the following command

bundle update

- 4. Then copy fastlane folder and paste it in your project root folder
- 5. Create ".env" file in your project root folder (you can use env\_sample as a reference), this is a list for the required environment variables:

Input	Description	Reference
APP_BUILD_NUMBER	Application build number	Specify app build number, if not specified it will increment the latest version code on Firebase App distribution
APP_BUILD_NAME	Application build name	
ANDROID_PACKAGE_NAME	Android package name	Can be found in app's build.gradle
ANDROID_FLAVOR	Android build flavor	Can be "staging" or "production"
ANDROID_SKIP_SIGNING	Whether or not to skip signing	
ANDROID_STORE_FILE	Android Keystore file path	https://developer.android.com/studio/publish/app-signing
ANDROID_STORE_PASSWORD	Android keystore password	https://developer.android.com/studio/publish/app-signing
ANDROID_KEY_ALIAS	Android key alias	https://developer.android.com/studio/publish/app-signing
ANDROID_KEY_PASSWORD	Android key password	https://developer.android.com/studio/publish/app-signing
GOOGLE_JSON_FILE	Google service credential key json file path	https://docs.fastlane.tools/getting-started/android/setup/ https://firebase.google.com/docs/app-distribution/android/distribute-fastlane
FIREBASE_APP_ID	Firebase App ID	Can be fetched from project settings in Firebase console

6. Make sure you modify your app's build.gradle.kts file such that versionCode and versionName look like this:

```
versionCode = project.findProperty("versionCode")?.toString()?.toInt() ?: 1
versionName = project.findProperty("versionName")?.toString() ?: "1.0"
```

7. Run the following command in your terminal (at your root project path)