Song Hub

This repository contains all files created for our project in *App Development* (summer semester 2020). The following directories are included in this repository:

Content

/bin

Contains binary files of our application.

/documentation

Contains our project documentation including:

- App Description
- Competitive Analysis
- Wireframes
- Personas
- Color scheme
- Font
- Architecture
- App principles
- Lessons learned
- Project log
- Author and Tasks

/logo

Contains our custom designed app logo.

/poster

Contains an A0 formatted poster as `ppt` and `pdf`.

/reports

Contains all four sprint reports as markdown files.

/research

Contains files created while brainstorming project ideas and research competitors. This also includes user stories as well as possible use cases.

/screenshots

Contains screenshots of our apps frontend and backend data of Firestore and Storage.

/songhub

Contains our application (source code) created with Flutter. To open this application, navigate to this directory and execute `flutter run` or run it from a flutter capable editor/IDE like Visual Studio Code. Reminder: An emulator (Android or iOS) is required to run the app.

/video

Contains a walkthrough of our app used on iOS and Android.

/wireframe

Contains all files created during the prototyping stage. All assets were downloaded from [Unsplash](#) and are copyright free. We used [Adobe XD](#) and [Sketch](#) as prototyping and wireframing tools.

Setup App

To run our application, clone this repository:

```
cd /path/to/desicred/location
git clone git@bitbucket.org:roberhau/20s-ad-teamf.git
cd 20s-ad-teamf/
```

Make sure you are allowed to execute desired files:

```
sudo chmod +x /path/to/file
```

Executing depends on the respective file. As an example for running our app (in Visual Studio Code see [here](#)):

1. Checkout version

```
flutter --version
```

2. Run doctor and if necessary install missing flutter dependencies

```
flutter doctor
```

3. Get all local project dependencies

```
flutter pub get
```

This installs the following dependencies (one can find these also here: `20s-ad-teamf\songhub\see pubspec.yaml`):

```
firebase_core: ^0.4.0+9
cloud_firestore: ^0.13.5
firebase_auth: ^0.16.0
firebase_storage: ^3.1.6
provider: ^4.1.2
rxdart: ^0.24.1
flutter_spinkit: ^4.1.2
cupertino_icons: ^0.1.3
image_picker: ^0.6.7
file_picker: ^1.11.0
image: ^2.1.12
path: 1.6.4
intl: ^0.16.1
uuid: ^2.1.0
```

```
path_provider: ^1.6.11
flutter_typeahead: ^1.8.5
video_player: ^0.10.11+2
device_info: ^0.4.2+4
```

4. Start app

```
flutter run
```

Setup Backend

Since our complete backend infrastructure is hosted as a Backend as a Service on [Google Firebase](#), there are no additional local backend instances to start. Testing can be done using the [Firebase Emulator Suite](#).

To access cloud resources deployed at Firebase you need to contact us and provide a registered e-mail address. We can then invite you as a participant to our project. You should then be able to get insides on all of our used production resources which are:

- Firebase Authentication
- Database (Cloud Firestore)
- Firebase Storage
- Firebase Security Rules
- Firebase Functions

Built with

- [Dart](#)
- [Flutter](#)
- [Firebase](#)

Project members

- [Tim Weise (Admin)](#) - MIN student
- [Pascal Schlaak](#) - MLD student