

App name - Go Meat User App
App package name- com.gomeat.app
Technology - Flutter (Cross - Platform)

Installation Guide

- To install and setup Flutter follow the steps [here](#)
- To setup Flutter with VSCode follow the steps [here](#)
- Run following command in the Visual Studio Code Terminal
 1. flutter create -i swift -a java gomeat
 2. cd gomeat
 3. flutter clean
 4. flutter run
- To generate apk
 1. flutter clean
 2. flutter build apk --release

Scaffold Background Color	lib/Theme/nativeTheme.dart
Dark Mode	#242639
Light Mode	#FFFFFF

Images	Path	Screen Path
Splash logo	assets/SplashScreen.png	lib/screens/splashScreen.dart
Intro screen	assets/intro_1.png	lib/screens/introScreen.dart
	assets/intro_2.png	lib/screens/introScreen.dart
	assets/intro_3.png	lib/screens/introScreen.dart
Member ship screen - background image	assets/membership.png	lib/screens/memberShipScreen.dart

Payment Gateway screen	assets/razorpay.png	lib/screens/paymentGatewayScreen.dart
Subscription detail screen	assets/subscription_detail.png	lib/screens/subscriptionDetailScreen.dart
Login Screen - Background image	assets/login_signup.png	lib/screens/loginScreen.dart
otpVerificationScreen - Background image	assets/login_signup.png	lib/screens/otpverificationScreen.dart
Checkout screen		
Check out info		lib/screens/checkOutScreen.dart
Dark Mode	assets/checkout_cart_dark.png	lib/screens/checkOutScreen.dart
Light Mode	assets/checkout_cart_light.png	lib/screens/checkOutScreen.dart
Edit Profile Screen		
Background Image	assets/profile_edit.png	lib/screens/profileEditScreen.dart
Person image	assets/person.jpg	lib/screens/profileEditScreen.dart

FONTS - pubspec.yaml

PoppinsMedium	assets/fonts/Poppins-Medium.otf
PoppinsLight	assets/fonts/Poppins-Light.otf
PoppinsRegular	assets/fonts/Poppins-Regular.otf

Colors - DARK MODE - lib/Theme/nativeTheme.dart

#	Color code
Primary color	#F4694A
primaryColorLight	#F6A643
primaryColorDark	#F4694A
primaryIconTheme - color	#F4694A

Icontheme - color	#9EA5A8
Text button - gradient	primaryColorLight,Primary color
Text button - background color	transparent
Text button - shadow color	white
Text button - foreground color	white
Divider theme - color	#EDF2F6, opacity - 0.5
Radio - fill color	#F4694A
Card - color	#2D2F41
Card - shadowColor	#2D2F41
TextFormField - filled color	#4B4F68
bottomNavigationBarTheme- background color	#404058
AppBar theme - background color	transparent
AppBar icon theme- color	white
Checkbox - check color	white
Checkbox - fillColor	#F4694A

Colors - LIGHT MODE - lib/Theme/nativeTheme.dart

#	Color code
Primary color	#F4694A
primaryColorLight	#F6A643
primaryColorDark	#F4694A
primaryIconTheme - color	#F4694A
Icontheme - color	#9EA5A8

Text button - gradient	primaryColorLight,Primary color
Text button - background color	transparent
Text button - shadow color	white
Text button - foreground color	white
Divider theme - color	#EDF2F6
Radio - fill color	#F4694A
Card - color	#EDF2F6
Card - shadowColor	#EDF2F6
TextFormField - filled color	#EDF2F6
bottomNavigationBarTheme- background color	#FAF9F9
AppBar theme - background color	transparent
AppBar icon theme- color	black
Checkbox - check color	white
Checkbox - fillColor	#F4694A

Package - pubspec.yaml

Package Name - version	Description
Pinput - 1.2.0	For otp text field
Font_awesome_flutter - 9.1.0	To access icon of font awesome
carousel_slider: 4.0.0	To show slider with auto play
dots_indicator: 2.0.0	To indicate dots with reference to slider
material_design_icons_flutter: 4.0.5955	To access icons of material design

badges: 2.0.1	To show badges on icons
animated_bottom_navigation_bar:	To get notch smoothness in bottom navigation widget
fdottedline: 1.0.1	To get dotted line widget
table_calendar: 3.0.2	To show calender
flutter_phoenix: 1.0.0	To start app while changing app mode
flutter_barcode_scanner: ^2.0.0	To scan barcode
provider	Used for the localization

To add new language

Follow the below steps

1. Create new file on given path (lib \ l10n) with file extension **.arb**
For eg : for english language, create file as **app_en.arb**

2. Mention the language code in l10n.dart (lib \ l10n \ l10n.dart)
For eg : for english language, **const Local('en')**

3. Add key, value and description for the text.
For eg :

```
"lbl_login" : "Login",
"@lbl_login":{
    "description": "Login"
},
```

4. To access the text from the .arb file, do the following practice as shown below :
AppLocalizations.of(context).lbl_login


To setup firebase

- To setup Firebase and integrate with the app [click here](#)

To change base url

- lib/models/businessLayer/global.dart

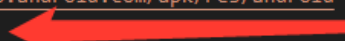
```
String appVersion = '1.0';  
String baseUrl = 'https://thecodecafe.in/gomeat/api/';  
String currentLocation = '';
```



To change package name in Android

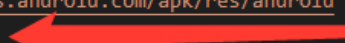
- android/app/src/main/AndroidManifest.xml

```
<manifest xmlns:android="http://schemas.android.com/apk/res/android"  
  package="com.gomeat.app">
```



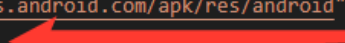
- android/app/src/debug/AndroidManifest.xml

```
<manifest xmlns:android="http://schemas.android.com/apk/res/android"  
  package="com.gomeat.app">
```



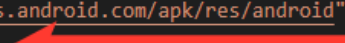
- android/app/src/main/AndroidManifest.xml

```
<manifest xmlns:android="http://schemas.android.com/apk/res/android"  
  package="com.gomeat.app">
```



- android/app/src/profile/AndroidManifest.xml

```
<manifest xmlns:android="http://schemas.android.com/apk/res/android"  
  package="com.gomeat.app">
```



- android/app/build.gradle

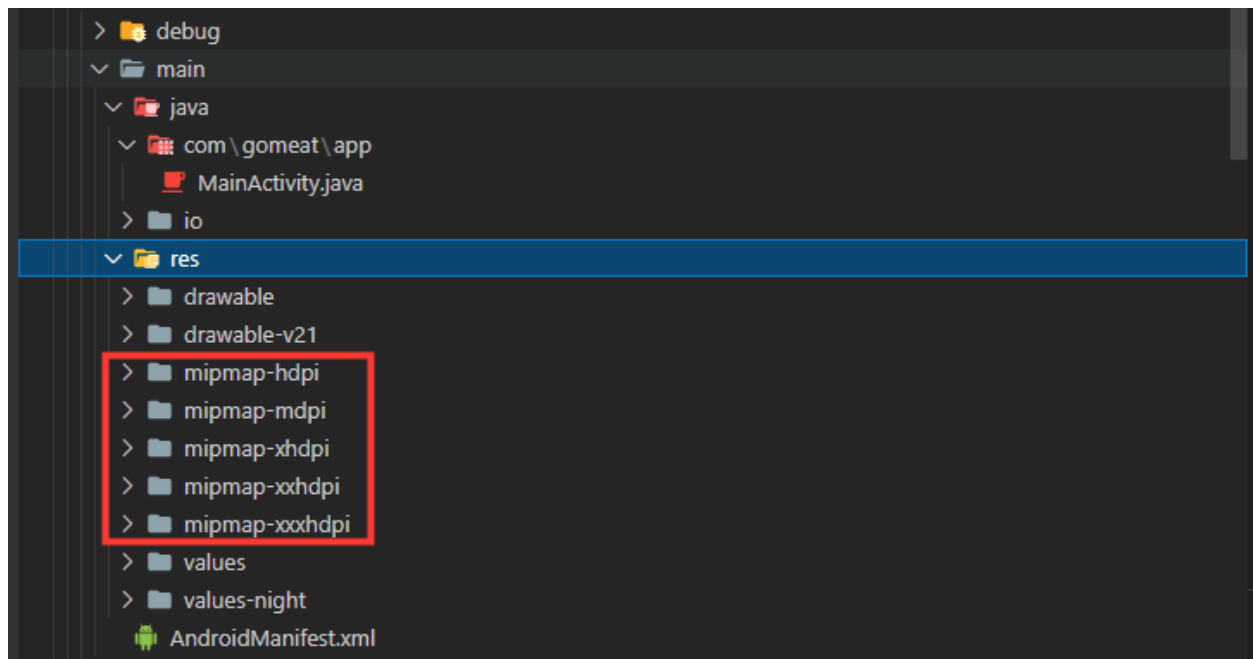
```
android {  
    compileSdkVersion 31  
  
    defaultConfig {  
        // TODO: Specify your own unique Application ID (https://developer.android.com/studio/build/applica  
        applicationId "com.gomeat.app"  
        minSdkVersion 23  
        targetSdkVersion 31  
        multiDexEnabled true  
        versionCode flutterVersionCode.toInteger()  
        versionName flutterVersionName  
    }  
}
```

- android/app/src/main/java/com/gomeat/app/MainActivity.java

```
package com.gomeat.app;  
  
import io.flutter.embedding.android.FlutterActivity;  
  
public class MainActivity extends FlutterActivity {  
}
```

To change app icon in Android

1. To generate app icon for android [click here](#)
2. Replace the following files, with the generated file from step 1.



To setup Google Map

- To integrate google map with flutter and console configuration [click here](#)

To change Google Map API Key

- android/app/src/main/AndroidManifest.xml

```
android > app > src > main > AndroidManifest.xml
9  <application
10     android:label="@string/app_name"
11     android:icon="@mipmap/ic_launcher"
12     android:roundIcon="@mipmap/ic_launcher"
13     android:usesCleartextTraffic="true">
14     <meta-data android:name="com.facebook.sdk.ApplicationId" android:value="@string/facebook_app_id"/>
15     <meta-data android:name="com.google.android.geo.API_KEY"
16         android:value="AIzaSyCg2TgAntTiaYHAhKS3JEaOzwtj08Y7iaA"/> ← Replace this key
17     <!-- <meta-data
18         android:name="com.google.firebase.messaging.default_notification_icon"
19         android:resource="@mipmap/ic_notification" /> -->
20     <activity
21         android:name="com.facebook.FacebookActivity"
22         android:configChanges="keyboard|keyboardHidden|screenLayout|screenSize|orientation"
23         android:label="@string/app_name" />
24     <activity
25         android:name="com.facebook.CustomTabActivity"
26         android:exported="true">
```

To change package name in iOS

- Two way to do this

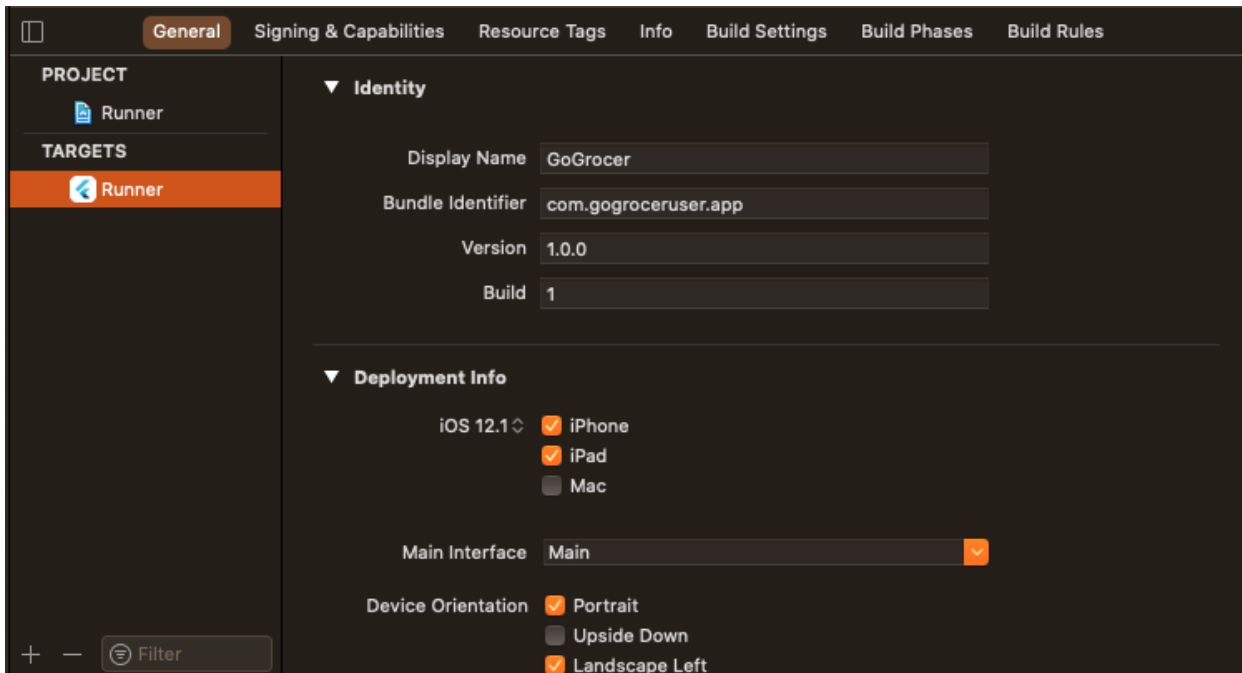
1. Using vscode

- i) Go to ios/Runner/info.plist
- ii) Change string of key CFBundleIdentifier

```
3  <plist version="1.0">
4  <dict>
5      <key>CFBundleDevelopmentRegion</key>
6      <string>$(DEVELOPMENT_LANGUAGE)</string>
7      <key>CFBundleDisplayName</key>
8      <string>GoGrocer</string>
9      <key>CFBundleExecutable</key>
10     <string>$(EXECUTABLE_NAME)</string>
11     <key>CFBundleIdentifier</key>
12     <string>$(PRODUCT_BUNDLE_IDENTIFIER)</string>
13     <key>CFBundleInfoDictionaryVersion</key>
14     <string>6.0</string>
15     <key>CFBundleName</key>
```


2. Using xcode

- i).Open your iOS folder in Xcode using Control + Mouse click on iOS folder
- ii).Choose Open in Xcode Option
- iii).Click on folder icon left side on Xcode window
- iv).Select Runner.
- v).Select Target runner
- vi).Go to identity



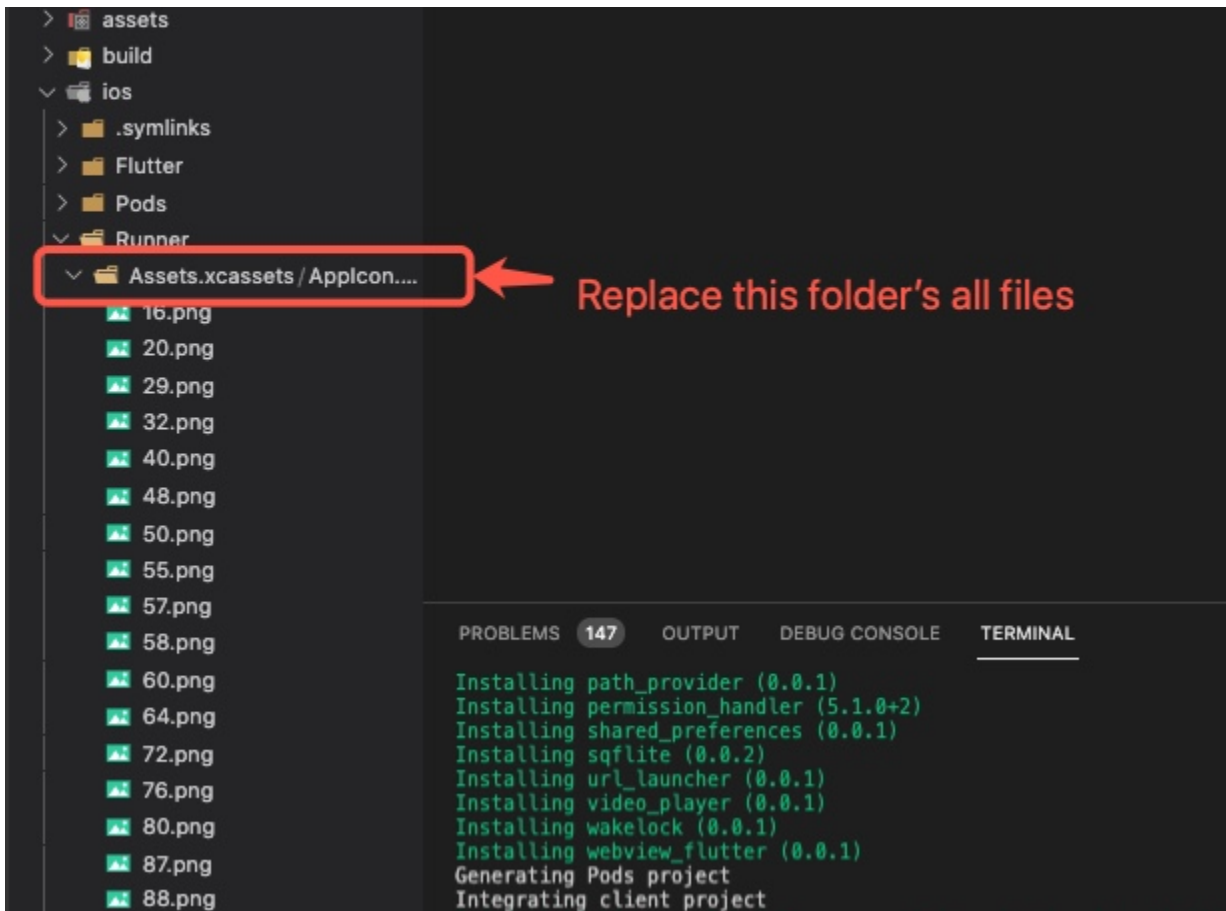
- vii).Change Bundle Identifier

To change app icon in iOS

- Two way to do this

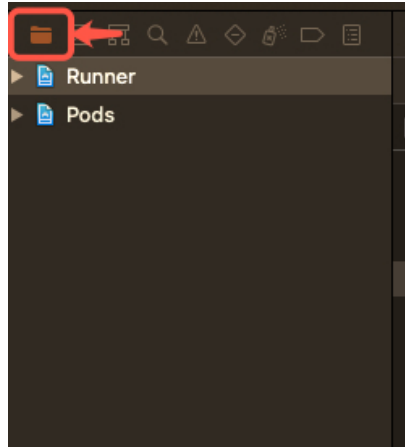
1. Replace “Assets.xcassets” folder

- To generate app icon for iOS [click here](#)
- Replace the following files with the files generated from the above step:

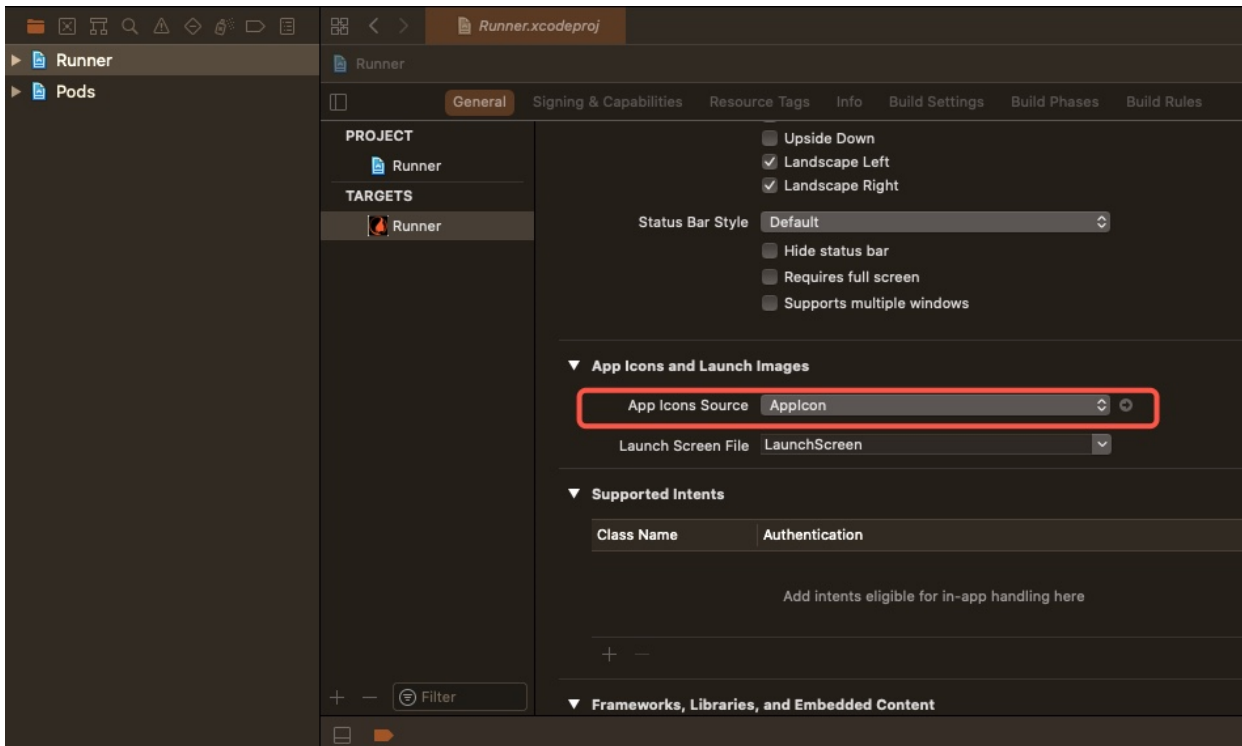


1. Using xcode

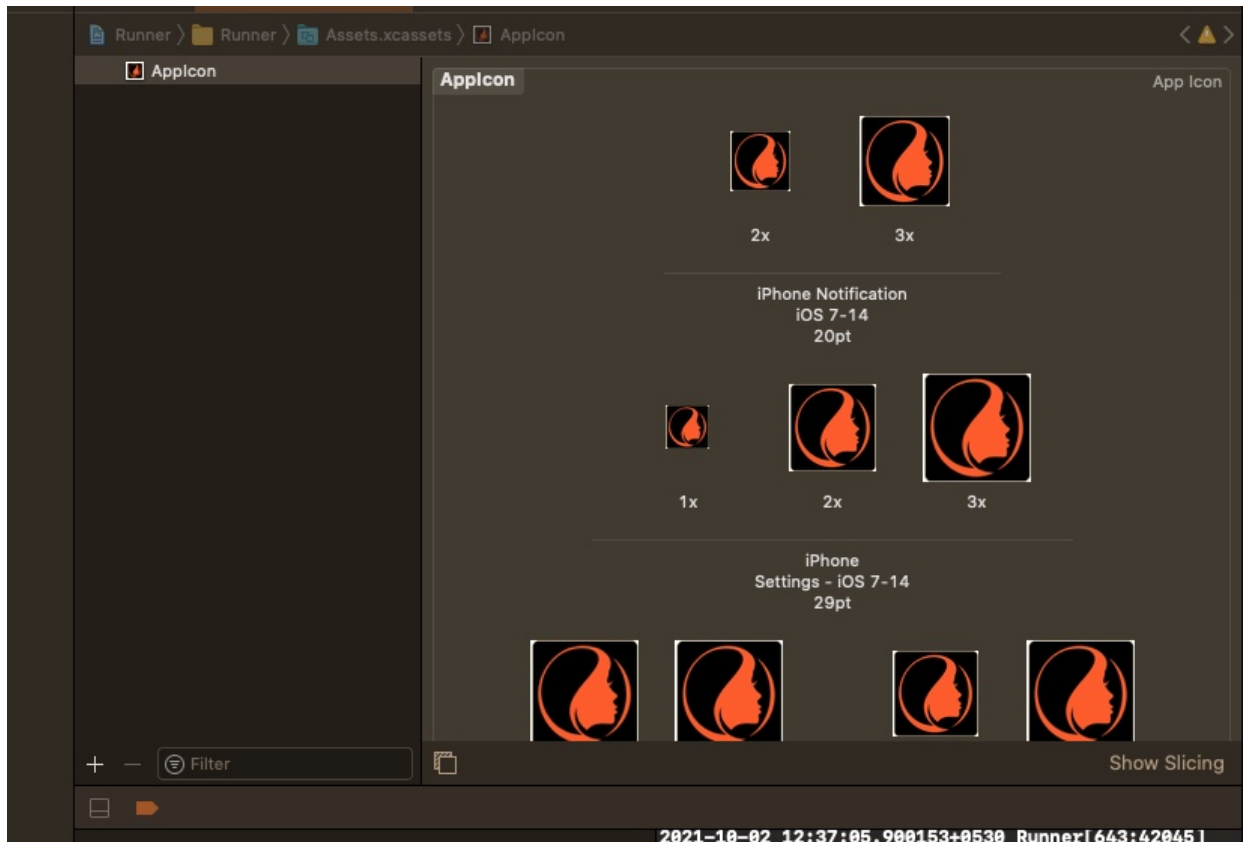
- i) Open your iOS folder in Xcode using Control + Mouse click on iOS folder
- ii) Choose Open in Xcode Option
- iii) Click on folder icon left side on Xcode window



- iv) Select Runner.
- v) Select Target runner
- vi) Go to App Icons And Launch Images
- vii) Click the right arrow button of app icons source.



viii) .Replace all the icon according their size



To Generate Keystore.jks file

1. Find the Keytools where java home is installed (keytool is located in JDK bin directory (\$JAVA_HOME/bin). JAVA_HOME is your JDK installation directory. To use that command line you should also include \$JAVA_HOME/bin to your PATH environment variable)
2. Follow the path and open command prompt
3. Run this command

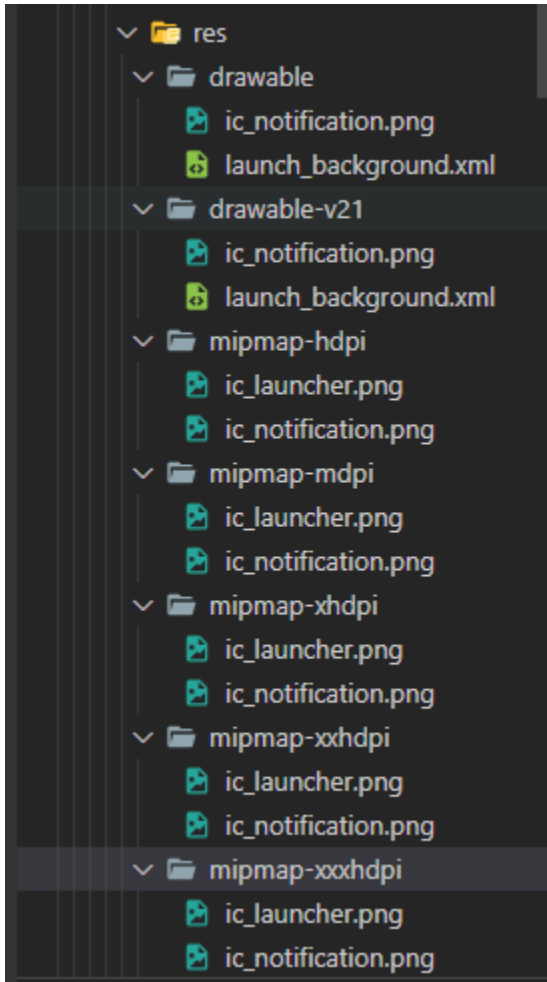
"keytool -genkey -v -keystore "path to store the generated file" -storetype JKS -keyalg RSA -keysize 2048 -validity 10000 -alias keystore"

For eg

"keytool -genkey -v -keystore "D:\Native Software\GoGrocer\keystore.jks" -storetype JKS -keyalg RSA -keysize 2048 -validity 10000 -alias keystore"

To Notification icon

1. android/app/src/main/res/



2. Replace the **ic_notification.png** with the new image