Fanzplay Administrator Manual:

Starting from Scratch:

Currently, Fanzplay is not a published application and remains only accessible from a development environment. To get started, you must clone the publicly available Fanzplay Github repository and run it on your IDE of choice. Here are steps on how to do that:

1- Go to https://github.com/stefanodongowski/FanzPlay and use git clone "git@github.com:stefanodongowski/FanzPlay.git" (without the quotes) to clone this repository on your Windows or MacOS machine

2- Create a file named .env inside the root of your local repository that contains the following:

```
EXPO_PUBLIC_API_KEY=AIzaSyDEZhqyziPZhqCVvAPzOcSMuvTkJY4ltnc
EXPO_PUBLIC_AUTH_DOMAIN=fanzplay-6229f.firebaseapp.com
EXPO_PUBLIC_PROJECT_ID=fanzplay-6229f
EXPO_PUBLIC_STORAGE_BUCKET=fanzplay-6229f.appspot.com
EXPO_PUBLIC_MESSAGING_SENDER_ID=440901499935
EXPO_PUBLIC_APP_ID=1:440901499935:web:436dfb992b1ece46bc292a
```

This contains private information that is required to run Fanzplay and is hidden from GitHub

3- Run "npm install" to install the needed dependencies to run the app and wait for the process to finish

4- Run "npx expo start" or "npx expo start --tunnel" to start the app. You should see a QR code outputted in your terminal after that is finished

5-

Running on iOS or Android:

- Download Expo Go from your app store
- Scan the QR code that is outputted by your terminal from Expo Go to run the app

Running on the web (Not recommended; Fanzplay is not designed for the web):

- To run this app on the web, you must change the FirebaseConfig.tsx file in your local repository. This is required because the app currently cannot allow Firebase

persistence on the web, so this change comments that our and replaces it with code without persistence. Instead of scanning the QR code, simply press “w” on your keyboard to run the webpage version of the app

- This is what your FirebaseConfig.tsx file should look like:

```
import { initializeApp} from 'firebase/app';
import { getAuth, initializeAuth, getReactNativePersistence } from
'firebase/auth';
import { getFirestore } from 'firebase/firestore';
// import ReactNativeAsyncStorage from
'@react-native-async-storage/async-storage';

const firebaseConfig = {
  apiKey: process.env.EXPO_PUBLIC_API_KEY,
  authDomain: process.env.EXPO_PUBLIC_AUTH_DOMAIN,
  projectId: process.env.EXPO_PUBLIC_PROJECT_ID,
  storageBucket: process.env.EXPO_PUBLIC_STORAGE_BUCKET,
  messagingSenderId: process.env.EXPO_PUBLIC_MESSAGING_SENDER_ID,
  appId: process.env.EXPO_PUBLIC_APP_ID
};

const FIREBASE_APP = initializeApp(firebaseConfig);
const FIREBASE_AUTH = getAuth(FIREBASE_APP);
// const FIREBASE_AUTH = initializeAuth(FIREBASE_APP, {
//   persistence: getReactNativePersistence(ReactNativeAsyncStorage)
// });
const FIRESTORE = getFirestore(FIREBASE_APP);

export {FIREBASE_AUTH, FIRESTORE} ;
```

6- Now you should be able to run the Fanzplay app and access its codebase!

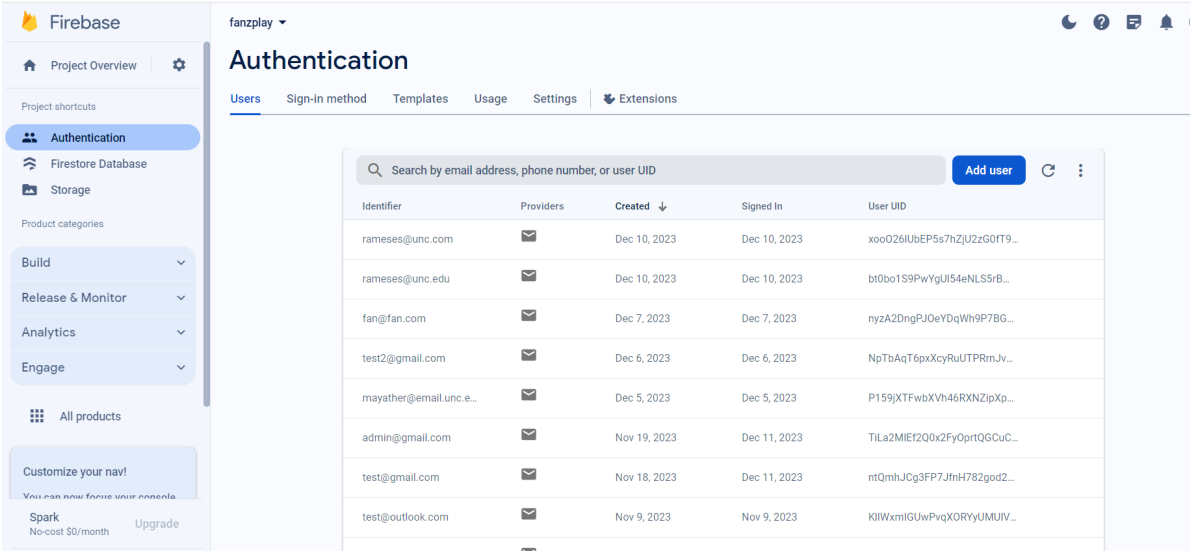
Accessing Firebase Backend

Fanzplay uses Firebase to manage its backend functions, which is a cloud-based service provided by Google. The app currently is not built on Firebase, meaning it is being used in a development environment as of now. To access, maintain, and manage the Fanzplay database and backend, please follow the following steps.

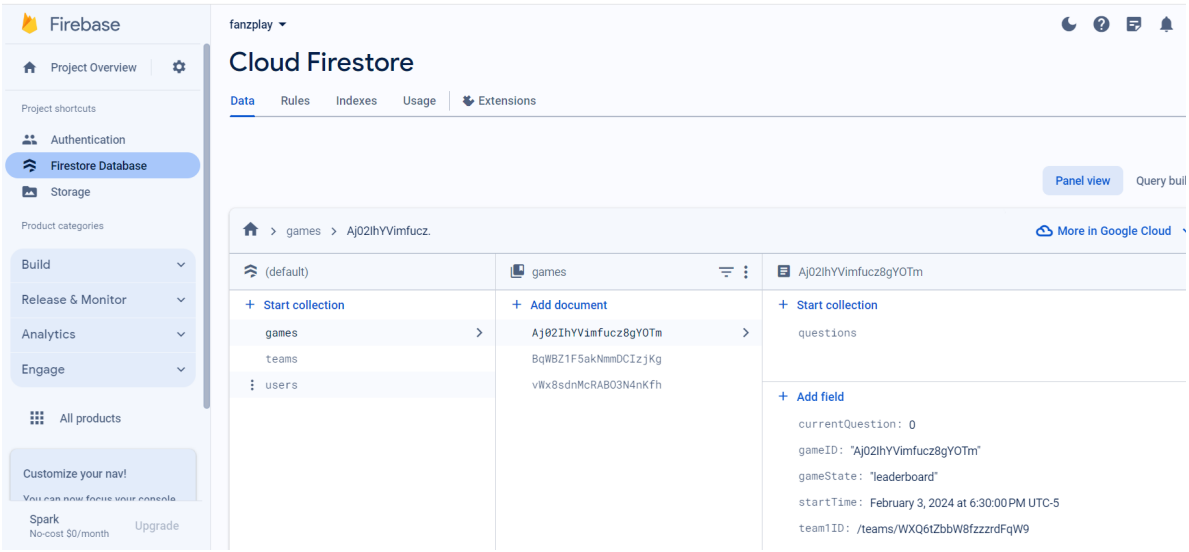
1- Go to https://console.firebase.google.com/u/0/project/fanzplay-6229f/
you should be able to access the project if you are invited to participate in Fanzplay development or have the necessary permissions, which should be available upon request from current developers. If the link does not work, you can also access the project by its ID at: “fanzplay-6229f” (without the quotes). On Firebase, Fanzplay currently has the authentication services and the Firestore Database running.

2- On the overview page, you should be able to see information about the usage of the app and the menu options.

3- Clicking “Authentication” leads you to where you can add, remove, and manage users and authentication methods:



4- To access the database itself, click on “Firestore Database.” Now you have full abilities to manage, create, edit, and add collections for Fanzplay. It should be noted that creating and updating should preferably be done from the side of the app to prevent errors as you can see we have the games, questions (subcollection inside games), teams, and users collection currently implemented:



Additional Comments

Now you Should have the ability to fully access and control the Fanzplay app from both the frontend, codebase, and backend service. For more details about the codebase itself, how to use the app in all its current roles, any technical details or instructions, and discussions regarding the features and limitations of the app, please refer to the included User Manual as well as the GitHub repository’s docs section at https://github.com/stefanodongowski/FanzPlay/tree/stage/docs

IMPORTANT NOTE: Given the ongoing changes and updates in React Native, Expo, and Firebase technology, please note that this app may not work if it is not properly maintained and updated consistently to prevent errors from stacking and throwing the app out of service. To maintain the app, it must be checked regularly to confirm compatibility with current libraries and React Native technologies.