

We will continue using Vagrant as a default development environment for this hackathon.

1. Create project directory *(instead of hackathon, you can use any other directory of your choice)*

```
mkdir ~/hackathon
```

2. Edit **Homestead.yaml** *(Location might be different on Windows Vagrant)*

```
nano ~/.homestead/Homestead.yaml
```

Locate and edit section **folders**:

```
folders:
  - map: ~/Code
    to: /home/vagrant/Code
  - map: ~/hackathon
    to: /home/vagrant/hackathon
```

Locate and edit section **sites**:

```
sites:
  - map: homestead.app
    to: /home/vagrant/Code/Laravel/public
  - map: hackathon.app
    to: /home/vagrant/hackathon/public
```

Locate and edit section **databases**:

```
databases:
  - homestead
  - hackathon
```

Reload Vagrant configuration and provision the new version:

```
cd ~/.Homestead/
vagrant reload --provision
```

Edit **hosts** file:

```
nano /etc/hosts
```

Append **hackathon.app** as a new host that points to 192.168.10.10.

```
192.168.10.10  vagrant.app
192.168.10.10  hackathon.app
```

Add GitHub repo to your hackathon project:

```
cd ~/hackathon
git init
git remote add origin git@github.com:NYU-CS6015/<GROUP REPO>.git
```

Pull GitHub repo:

```
git pull origin master
```

That's it! You are ready to hack 😊

Useful info:

```
Vagrant IP:      192.168.10.10
Local url:       hackathon.app

Database hostname: localhost
Database username: homestead
Database password: secret
Database:        hackathon
```

Workflow:

You will be assigned a group member. You will split up the work and create local instances of the project. Using GitHub repo, you will setup initial project, and then push updates. Once updates are pushed, communicate with your team member about updating their project to get the updated code. On each push, hackathon project (hosted externally) will be updated as well.

Don't forget to:

1. Ask questions
2. Work as a team
3. Communicate with your team
4. Push the code!
5. Have fun 😊