i.c. Stars – Cycle #30

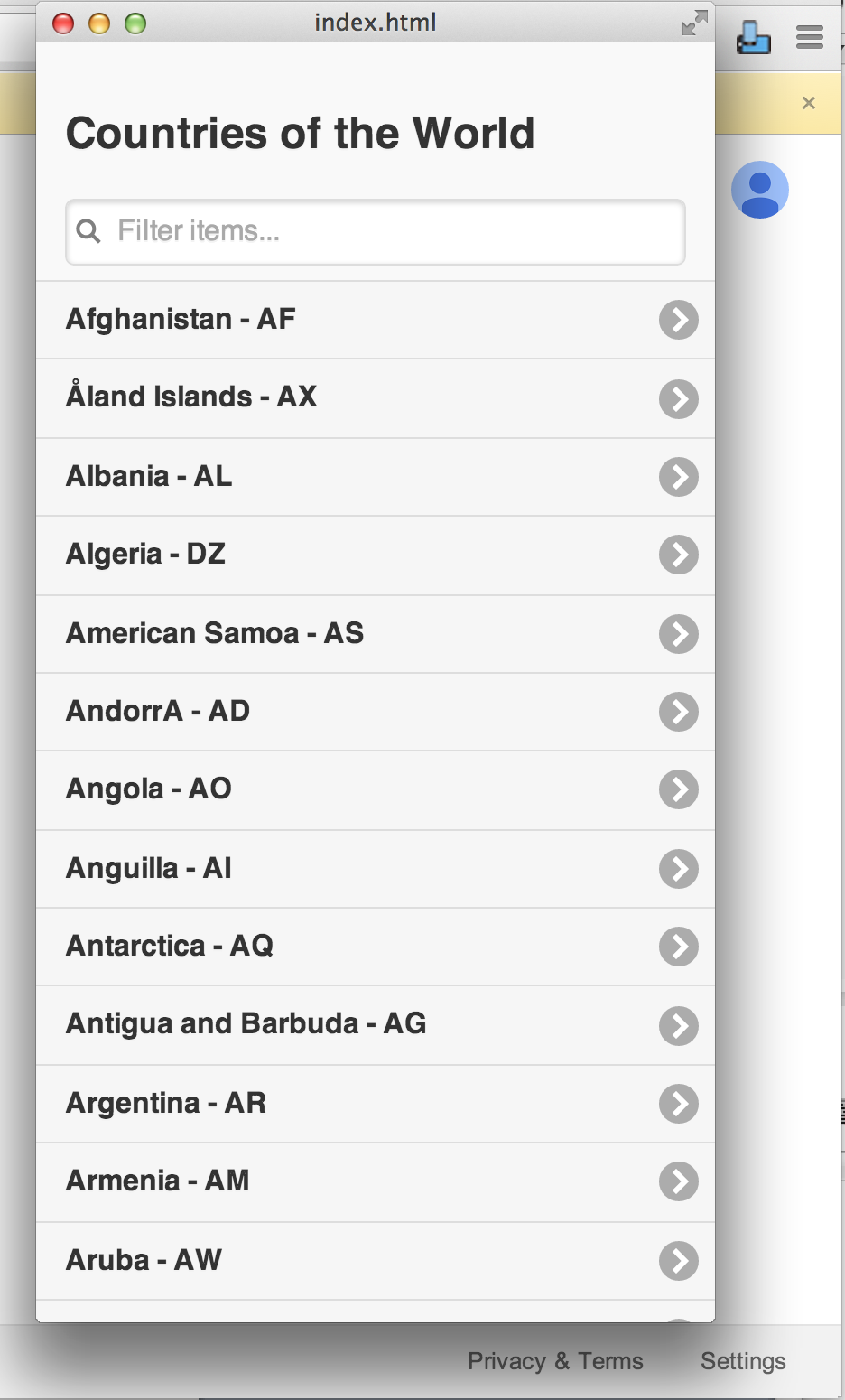
**Developer Workstation Setup**

The following lists the software components required for software development. Additional tools *may* be required as the project progress.

*.: Required :.*

[Google Chrome](https://www.google.com/intl/en/chrome/browser/) – required for JavaScript/CSS debugging

[Mobile/RWD Chrome plugin](https://chrome.google.com/webstore/detail/mobilerwd-tester/elmekokodcohlommfikpmojheggnbelo?hl=en-US) – required to verify web content in Android screen size. Once installed you will see the plugin icon next to the Settings icon (see below)



Code Editor – required for writing application code. Select one of the following or any editor of your choice.

* [Notepad++](http://notepad-plus-plus.org/download/v6.5.5.html)
* [Sublime](http://www.sublimetext.com/2)

*.: Optional Tools :.*

[SourceTree](http://www.sourcetreeapp.com/download/) – application that helps user visualize git source control

**Environments**

The project will have multiple server environments. Those environments are listed below.

< add environment info here >

**Mobile Solution Structure**

The mobile source code can be found for each platform off the repository root.

/mobilesrc

/mobilesrc/android

/mobilesrc/ios

*.: Where to create/save HTML, JavaScript and CSS files for each platform :.*

Each project will have a www folder, in the Android project it will live in the following path:

/mobilesrc/android/assets/www/

All source code needs to live under the www folder. HTML will live at the root, JavaScript and CSS files will be placed in the /js and /css directories respectively.

For example:

/mobilesrc/android/assets/www/index.html

/mobilesrc/android/assets/www/js/jquery.mobile-1.4.2.min.js

/mobilesrc/android/assets/www/css/jquery.mobile-1.4.2.min.css