

# Getting Started in the Engineering Park

---

Revision 2

## Introduction

Welcome to the Engineering Park. We are so glad to have you participating in our community. This guide describes how to get up and running.

## Goal

When you are finished following this guide you will have a scene up and running on one or more parcels of land within the Engineering Park district in Decentraland.

## Prerequisites

If you are reading this, then it is assumed that you have already made contact via [hello@engineeringpark.org](mailto:hello@engineeringpark.org) and have decided to join our community. If you have come across this document in some other way, then please make contact before proceeding.

The very first thing to do is present your idea to the leadership team and request the required amount of land at the desired location within the district. You will also need to specify whether you are going to be a non-commercial or a commercial tenant. The requested land may or may not be available and a negotiation with the leadership team will be necessary to determine what is actually possible and what is best for the community. With this in mind, make sure to visit the district and determine where there is unoccupied or available land which will suit your needs prior to making your request.

In order to get started, you need to decide whether or not you are going to deploy scenes to your land by yourself or request the leadership team to do it for you. Note that this decision is not permanent and can always be changed later.

If you are going to deploy to your land by yourself then you need an Ethereum wallet to which the land update rights can be allocated. This is the wallet which will be used to sign the update transaction and therefore it must be accessible to the person who will execute the deployment.

If you are going to rely on the leadership team to deploy to your land then please arrange this with them before proceeding. You will also need a source code repository (e.g. Github) to store the code for your scenes and you will need to be able to grant read access to this repository to the member of the leadership team who is assigned to deploy them.

**Note:** The [Builder](#) is a simple visual editor tool that lets you create and publish Decentraland scenes but it can only be used to deploy them when you have land update rights enabling you to deploy to your land by yourself. If the leadership team is deploying to your land, then you will need to build your scene using the [SDK](#), a powerful tool that lets you create scenes by writing code.

## Checklist for Prerequisites

- Idea presented to leadership team?

- Non-commercial or commercial?
  - If non-commercial: idea approved by leadership team?
- Land requested and negotiated?
- Deploy scenes yourself or have it done for you?
- If self deploying:
  - Ethereum wallet available?
- If leadership team deploying:
  - Source code repository available?
  - Capability to grant repository read access to leadership team?

## Scene Preparation

The next thing to do is to build a scene. This can be anything from a simple placeholder containing a sign presenting your business name and logo and a message saying "coming soon", to a complete scene unique to you and your idea.

As previously mentioned, there are two tools available to build scenes: the [Builder](#) and the [SDK](#). Note that the Builder can generate code for use in the SDK, so even if you are relying on the leadership team to deploy scenes to your land, you can still create the scene in the Builder and then export the code for deployment via the SDK.

There are a number of possible approaches to building scenes:

- create one from scratch,
- clone one of the [example scenes](#) made available by the Decentraland Foundation and modify it, or
- ask a member of the community or a 3rd party to create one for you.

## Initial Deployment

Once you have a scene and are ready to deploy it, it is time to contact the leadership team again to arrange the initial deployment. It is necessary to set up an online meeting where you can work together with the member of the leadership team who is assigned to execute the deployment.

If you are executing the initial deployment yourself then the workflow looks approximately like this:

1. (you) Have Ethereum wallet ready
2. (leader) Prepare the transaction to allocate land update rights
3. (leader) Execute the allocation transaction
4. (both) Wait until the transaction is successful...
5. (you) Double check the scene configuration - especially the land coordinates
6. (you) Deploy the scene
7. (both) Explore the new scene

If you are relying on the leadership team to execute the initial deployment then the workflow looks approximately like this:

1. (you) Grant read access to the scene's source code
2. (leader) Clone the scene's source code, build and preview the scene
3. (leader) Double check the scene configuration - especially the land coordinates
4. (leader) Deploy the scene

5. (both) Explore the new scene

## Subsequent Deployments

If you are executing the deployment then the allocation of land update rights only needs to be performed once. Once they are allocated you are responsible for deploying your scenes and you will probably follow a workflow similar to the one outlined [here](#).

If you are relying on the leadership team to execute the deployment then the workflow is the same each time, although it is assumed that repository access rights only need to be granted once.

## What Next?

The metaverse is your oyster. Build, create, collaborate, grow. Ask for help or help others. We can't wait to see what you will do.

## Change Log

Revision 2 on 22 March 2022:

- Removed instructions related to the payment of gas fees using Ethereum. This payment will now be made via a contribution to the [Engineering Park Collective](#).