

Week 12: Step-by-step Set Up for Build System Workspace

If Cloud9 won't let you clone my Build System workspace, I have an eight-step process to help you get a working Cloud9 Node.js workspace with the Build System running.

Steps to get your build system workspace ready:

1. Download the two files available here to your local computer:
[YeomanPhaserSetup.tar.gz \(https://canvas.santarosa.edu/courses/33387/files/1769472/download?wrap=1\)](https://canvas.santarosa.edu/courses/33387/files/1769472/download?wrap=1)
[FROM_ETHAN.md \(https://canvas.santarosa.edu/courses/33387/files/1769475/download?wrap=1\)](https://canvas.santarosa.edu/courses/33387/files/1769475/download?wrap=1)
2. Create new Cloud9 Node.js workspace
3. Open new workspace
4. Upload *YeomanPhaserSetup.tar.gz* compressed file to top-level of workspace
(as single file - don't expand it!)
5. Upload *FROM_ETHAN.md* read-me text file to top-level of workspace for later use
6. Use bash terminal in Cloud9 lower panel to uncompress file:
tar xvzf YeomanPhaserSetup.tar.gz
7. Perform Node Package Manager install of Grunt from bash terminal:
npm install -g grunt-cli
8. Open the *FROM_ETHAN.md* and follow steps there to start a new project.

That's it!