

# Videogames Inventory

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Hi there 🙋 ! This is a videogame inventory app, my test project.

## Getting Started

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First of all, after clone the project run the next command to install the dependencies:

```
npm install
```

Before you run the project, you have to create a .env file with the following properties:

```
AWS_SQS_ACCES_KEY_ID  
AWS_SQS_SECRET_ACCESS_KEY  
AWS_SQS_URL  
DB_URL  
JWT_SECRET  
PORT
```

You can run your project locally by using **Docker** or running the following command:

```
npm run dev
```

As the project uses **nodemon**, it will be nicer to work as changes are instantly shown.

To run tests on the project run:

```
npm run test
```

To run lint on the project run:

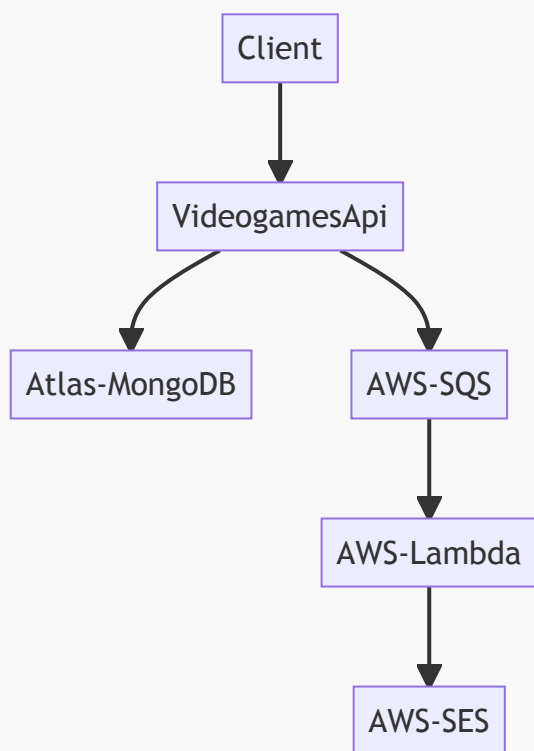
```
npm run lint
```

or if you want to fix lint problems, just run:

```
npm run lint:fix
```

## Workflow Diagram:

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Our friends:

- [NodeJS](#) ☕:
- [Express](#)
- [Docker](#) 🐳
- [AWS SQS](#)
- [AWS SES](#) ✉️
- [AWS Lambda](#)
- [Atlas MongoDB](#)