Installation Instructions for new Users

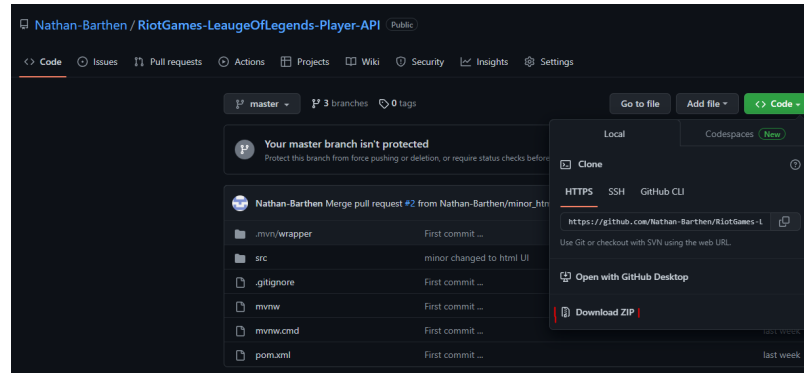**IDE**: Eclipse IDE

Installation: https://www.eclipse.org/downloads/
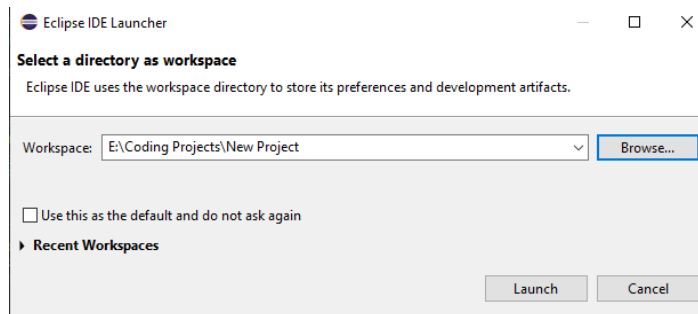
Version: 2020-12 (any version should work)

Downloading Project - Option 1:
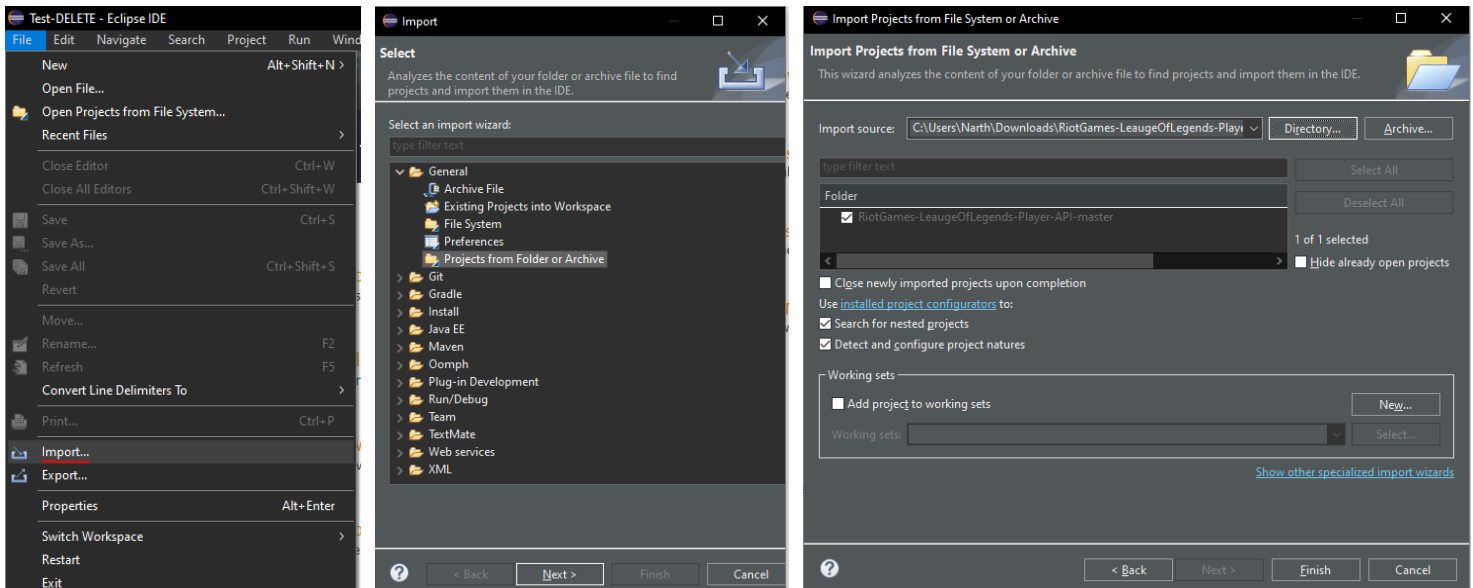
-On Github: Download the Zip and unzip the folder.

-Open Eclipse > create a new project (folder) > Launch

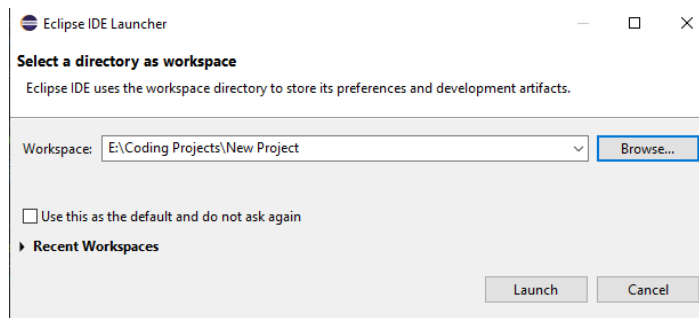-At the top left click 'File' > 'Import…'

-Then click: 'General' > 'Projects from Folder or Archive' > 'Next'

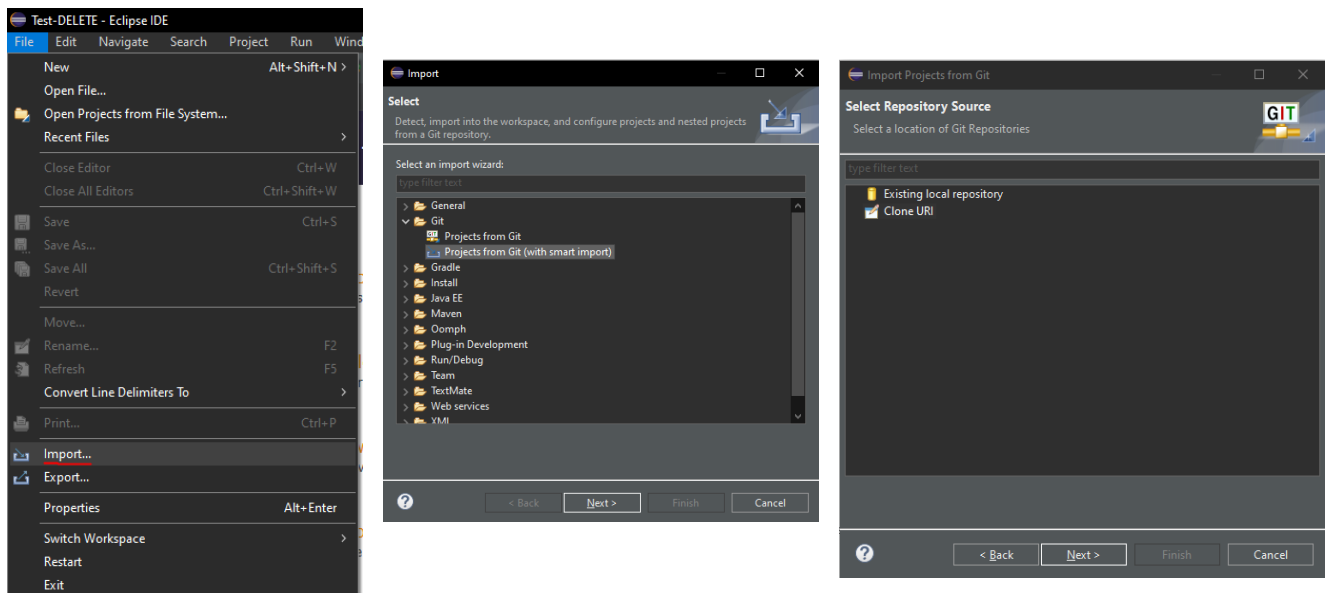-Select Directory that contains the unzipped file > Finish.

Downloading Project - Option 2:

-Open Eclipse > create a new project (folder) > Launch
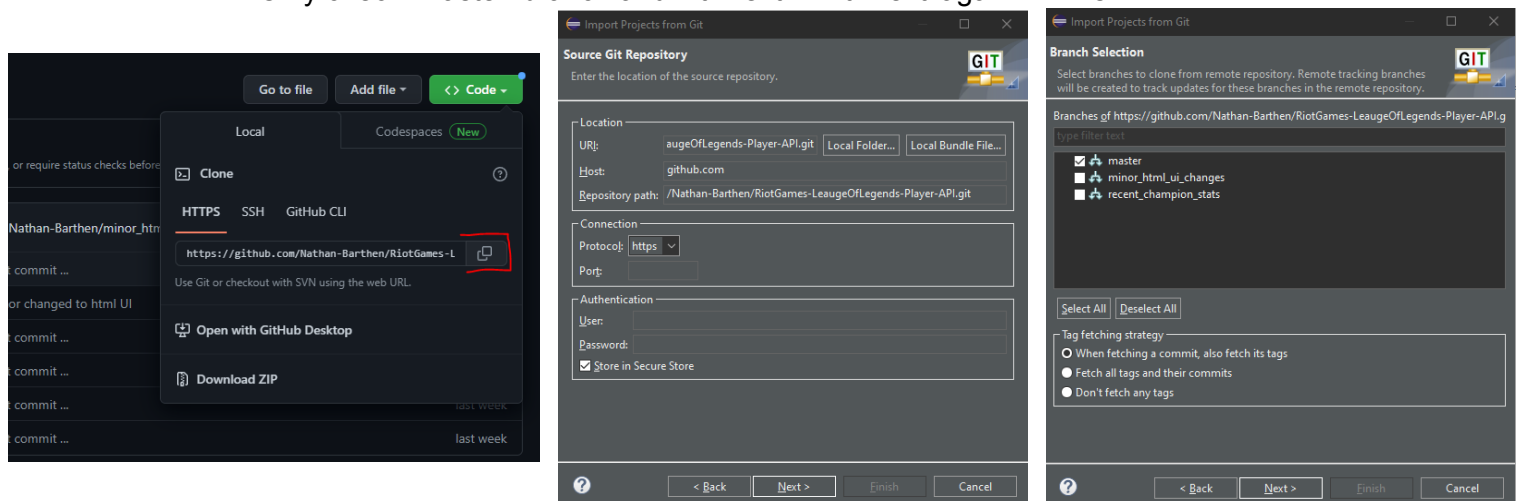

-At the top left click 'File' > 'Import…'
-Click: Git > Project from Git (with smart import) > Next > 'Clone URI' > Next

-Copy the URI from GitHub > Paste into Eclipse
  -Fill out Authentication using your GitHub account > Next
-Only check 'master' branch and hit 'Next' > hit 'Next' again > Finish.

Adding Your API Key to the Project

-To access the API you will need to create your own account and copy the API key that you are given.

Getting your API Key:

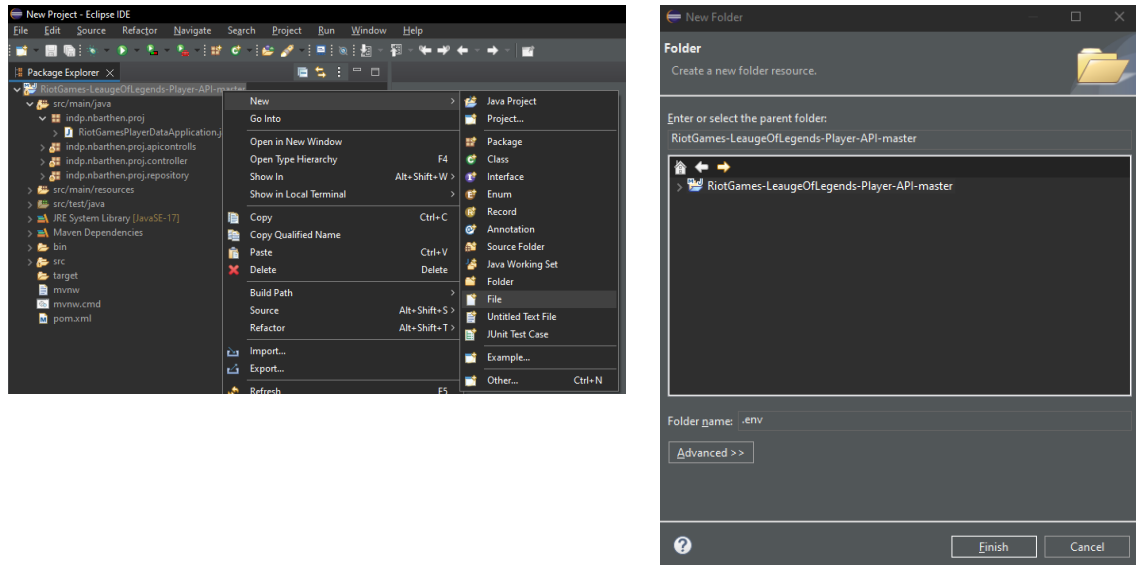-Go to this link and create > create an account > copy API key.

Adding your API Key to Eclipse:

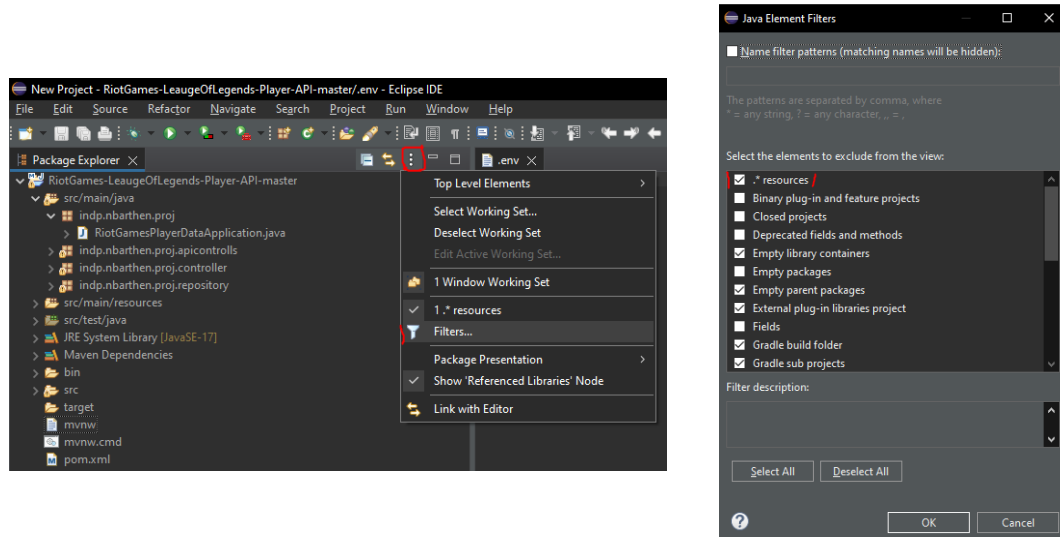-On Eclipse: Right click > New > File > Name: '.env' > FInish

-In the env file you will put your api key in the format shown below

'API_KEY=yourkey'

Example: API_KEY=DFSGHJK-SDFGJKDFS-dgdfhgdh13

***If you do not see the .env file in your 'Package Explorer'**: Go to 'Filters and check '.* resources' > OK

Starting the Server / Running the Project

-On the left side of Eclipse:

      -Navigate to src/main/java

      -Open package: indp.nbarthen.proj

      -Right click on RiotGamesPlayerDataApplication.java

            -Click: Run As > Java Application.

      (You can check console for the ending text: "*Started RiotGamesPlayerDataApplication in 4.537 seconds (process running for 5.029)*"