1. First there was a bug that was preventing the build

A screenshot of a computer program

AI-generated content may be incorrect.

1. Then we got eslint errors and we fix it by:

A screenshot of a computer program

AI-generated content may be incorrect.

1. Then we ran the build command

A screenshot of a computer

AI-generated content may be incorrect.

1. Then we import our project in vercel and SET THE ENVIRONMENT VARIABLES AND SET THE ROOT DIRECTORY IF OUR PROJECT IS IN THE SUB FOLDERS.
2. AND DEPLOYMENT IS DONE

