

GR Interview Task: Environment Set

Download and Install Required Software:

NPM Install: <https://nodejs.org/en/download/>

JetBrains IDEA: <https://www.jetbrains.com/idea/download/>

Git: <https://git-scm.com/downloads>

Clone Project

- Open a terminal and clone the repository by typing:

```
git@gitlab.gamingrealms.org:client/js-  
interview.git
```

Open Project

- Run IDEA and click open to navigate to the js-interview folder.

Create a Branch

- Click VCS folder in the menu bar, select git, branches and then create a new branch.
- Enter then name of the branch as your first and second name combined in lowercase:

Example: John Smith would be johnsmith

Install Dependencies:

- Open a terminal window within IDEA:
- Install the NPM dependencies by typing:

```
npm install
```

Build The Code:

- Compile the game code by typing at the terminal:

```
grunt
```

Run The Project

- Navigate to the www folder and right click `index.html` and select Open In Browser

Make Your Changes

- Following the `SpaceInvaders.pdf` choose your tasks and make your code changes.
- When you want to build your code and run it, just follow the steps as specified previously.

Commit Your Code

- Click VCS folder in the menu bar, select git, and then commit changes.**
- Select all of your changes, add a sensible commit message and click commit and push.**