**GR Interview Task: Environment Set  
  
GitHub URL:**[**https://github.com/gamingrealms/js-interview**](https://github.com/gamingrealms/js-interview) **Download and Install Required Software:**

**NPM Install:** [**https://nodejs.org/en/download/**](https://nodejs.org/en/download/)

**JetBrains IDEA:** [**https://www.jetbrains.com/idea/download/**](https://www.jetbrains.com/idea/download/) **Git:** [**https://git-scm.com/downloads**](https://git-scm.com/downloads) **Clone Project:  
  
*-* Open a terminal and clone the repository by typing:**

**git clone git@github.com:gamingrealms/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  
  
- Install grunt globally:  
  
npm install grunt -g  
  
- Install grunt-cli globally:  
  
npm install grunt-cli -g  
  
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.  
  
- Congratulate yourself you're done.**