

# Deployment

To deploy, make sure to install the *envoy* dependency via Composer in the `public_html/impress` folder. Then call *envoy run deploy* to run the deploy script which will pull from our gitlab. (If you do this from our server, make sure you are switched to the deployer user). Within the deploy script, variables can be altered to switch to a different git server. If the database structure has been altered using newly made migrations you have to call *php artisan migrate* after deploying. Make sure that the java server is running. If it does not run after deploying, run *nohup java -jar GameServer/server.jar && disown &* in your terminal. To fully function, the project requires the following installed programs:

*A database to interact with in Laravel (See also web documentation, the config section).*

*A web server configured to serve the webpages.*

*Git*

*Node.js version 8.x*

*NPM version 5.6.0*

*A installation of PHP 7.1, with Composer (See also the installed software on the <https://github.com/MiLk/docker-php-xdebug/blob/master/7.1/Dockerfile> and the official PHP 7.1 [https://hub.docker.com/\\_/php/](https://hub.docker.com/_/php/) Dockerfiles. These Dockerfiles contain all the software and configuration to properly install PHP 7.1 for our software.)*

*The following packages: libmcrypt-dev, libjpeg-dev, libpng-dev, libfreetype6-dev, libbz2-dev*

*The open JDK version 8, and Ant, a java builder.*

*The following PHP extensions: mcrypt ,pdo\_mysql, zip.*

All these components should be installed safely. See also the advise for administrators within the Security documentation for the web server.



