This page contains all necessary information on how to setup, lint, test, build and deploy the NFT-Playbook. It also shows, how to contribute to this project by explaining the commit-process.

General project setup

All steps listed below were done once in order to setup this project's the mono repository. - Run `yarn create nx-workspace nft_playbook --packetmanager=yarn` - Run yarn add -D @nrwl/node- `Run`yarn nx g @nrwl/node:application cli- `Run`yarn nx g @nrwl/node:library middleware- `Run`yarn nx g @nrwl/node:library backend- `Run _adding yarn scripts to package.json_ - Run`yarn add -D eslint-plugin-prettier‘

Project initialization on local machine

In order to init the project on your local machine, make sure to follow these steps. - [Download and install Node.js and npm on your local system] (https://docs.npmjs.com/downloading-and-installing-node-js-and-npm) - Run `npm install --global yarn` - Clone repository to your local machine - Navigate into the cloned Repository using a command line - Run `yarn install` in the root of the Repository

Development on local machine

In order to develop on your local machine, make sure to follow these steps. - Navigate into the cloned Repository using a command line - Run `yarn serve` in the root of the Repository. This rebuilds the project on every change. - Bonus: Automatically restarting changed tests: yarn test –watch

Build the project

- Navigate into the cloned Repository using a command line
- Run `yarn build` in the root of the Repository
- The compiled project is now in the dist folder and can be executed by running the main.js file with `node main.js`

Commit requirements of the project

In order to contribute to the project, make sure to run these commands before a commit (our CI-Pipeline will fail, if errors occur). - Run Linter: `yarn lint` - Run Tests: `yarn test` - Run Build: `yarn build`