Developer's Setup Instructions

Instructions for Setting up Development Environment for Bloom

Create a Virtual Environment

Unix / Linux / macOs users python3 -m venv env

Window users

py -m venv env

Activate the virtual environment and verify

Unix / Linux / macOs users source env/bin/activate

Window users

.\env\Scripts\activate

Clone the GitHub Repository

git clone "https://github.com/hannahishimwe/WHIONSLargeGroupProject"

Change the directory

cd WHIONSLargeGroupProject

Install Requirements

pip install -r requirements.txt

Migrate Migrations

python3 manage.py migrate

Seed Database

python3 manage.py seed

Collect Static

python3 manage.py collectstatic

Run server

python3 manage.py runserver

<u>Instructions for Deploying Bloom</u>

- Deployment platform used Heroku: https://dashboard.heroku.com/
 - ON HEROKU:
 - Create an account
 - Create an app (name it, add a pipeline)

- Download and install the heroku CLI
- For Mac: brew tap heroku/brew && brew install heroku
- For Windows: the website lists an appropriate installer
- Make sure you are the owner of the repository and then connect your GitHub.
- Go to your app settings:
- On the Config Vars: reveal Config Vars:
- Enter all variables to do with email, CKEDITOR and media configuration in the settings.py file
 - Go to resources:
 - On the adds-on section add:
 - Heroku data for redis.
 - Heroku postgres for the database.
 - Deploy the main branch
- ON TERMINAL:
 - Run heroku login -i
 - Enter your email used to sign up for heroku
 - Go to account settings and then get your API key
 - Use your API key as your password on the terminal
 - Run heroku ps:scale worker=1 --app whions-final (replace with name of app)
 - Run heroku ps:scale beat=1 --app whions-final (replace with name of app)
 - Run heroku ps:scale web=1 --app whions-final (replace with name of app)
- To check all dynos are running, run heroku ps --app whions-final (replace with name of app)
- To check the website health as its running run heroku logs —tail --app whions-final (replace with name of app)