

System Manuel

Backend initialization

- Open a command line.
- First switch to the directory where docker-compose.yml resides (cd 2021SpringGroup5/project/backend/app/).
- Type docker build -t <dockername> . or sudo docker build -t <dockername> . if you are working on a linux machine
- Type docker-compose up or sudo docker-compose up if you are working on a linux machine.
- The server starts working at <http://127.0.0.1:8000> address

Frontend initialization

System requirements: Linux, Windows or MacOS operating system and a web browser (Google Chrome recommended)

- In a web browser (recommended Google Chrome), navigate to <https://nodejs.org/en/download/> and download Node.js to your local computer.
- Allow cookies in the web browser
- Navigate to the frontend/app folder in the project folder.
- Run the command: npm install which installs all required packages.
- Run the command npm start which starts the application in the localhost:8000.

Android initialization

- Download and install [Android Studio](#)
- Open Android Studio and open AVD Manager
- Click "Create Virtual Device", select "Pixel 4" and click "Next"
- Download system image "S" if necessary, select it and click "Next" and "Finish"

- Click "Launch AVD in the emulator" button under "Actions" column
- Drag and drop "project/android/app/build/app/outputs/flutter-apk/app-release.apk" to the emulator
- In the emulator, locate "ludo_app" and open it