
OPEN BADGES BADGE KIT INSTALLATION

1. INSTALLING BADGEKIT-API

If you don't have node.js go get it and install it.

Clone the BadgeKit-API repository:

```
git clone https://github.com/mozilla/badgekit-api.git
```

```
ck@d-i89-241-186:~$ git clone https://github.com/mozilla/badgekit-api.git
Cloning into 'badgekit-api'...
remote: Reusing existing pack: 2145, done.
remote: Counting objects: 98, done.
remote: Compressing objects: 100% (98/98), done.
remote: Total 2243 (delta 54), reused 0 (delta 0)
Receiving objects: 100% (2243/2243), 357.26 KiB | 102.00 KiB/s, done.
Resolving deltas: 100% (1462/1462), done.
Checking connectivity... done.
```

Navigate into the newly created badgekit-api folder then install the node modules:

```
npm install
```

Login to mysql to create database:

```
mysql --user=root --password=pwd
```

Replace "root" and "pwd" with your mysql username and password.

Create a new database and tell mysql to use it:

```
CREATE DATABASE badgekitapi;
use badgekitapi;
exit;
```

```
mysql> CREATE DATABASE badgekitapi;
Query OK, 1 row affected (0.01 sec)

mysql> use badgekitapi;
Database changed
mysql> exit;
Bye
ck@d-i89-241-186:~/badgekit-api$
```

Now instantiate the database with the badgekit schema supplied.

```
mysql --user=root -password=pwd badgekitapi < schema.sql
```

```
ck@d-i89-241-186:~/badgekit-api$ mysql --user=root --password=mysqlpw badgekitapi < schema.sql
Warning: Using a password on the command line interface can be insecure.
ck@d-i89-241-186:~/badgekit-api$
```

Once again, replace “root” and “pwd” with your mysql username and password.

Log back in and check that the database schema has been imported correctly:

```
mysql> show tables;
+-----+
| Tables_in_badgekitapi |
+-----+
| applications
| badgeInstances
| badges
| categories
| claimCodes
| consumers
| criteria
| evidence
| images
| issuers
| programs
| reviewItems
| reviews
| systems
| tags
| webhooks
+-----+
16 rows in set (0.00 sec)
```

The badgekitapi needs at least one row to be inserted into the systems table, so lets do that now.

```
INSERT INTO systems (slug, name, url) VALUES ('badgekit', 'Your System', 'http://localhost:3000');
```

Replace the values for name and url, name should be the name of the badge issuing organization.

```
mysql> INSERT INTO systems (slug, name, url) VALUES ('badgekit', 'CEIT Badges', 'http://localhost:3000');
Query OK, 1 row affected (0.01 sec)
```

Next install foreman utility if you do not have it already, instructions are available at:

```
https://github.com/ddollar/foreman
```

Setup the environment variables for use with foreman. Create a new file in the badgekit-api root directory called ".env", set it up as follows, replacing any values you used differently below.

```
DB_HOST=localhost
DB_NAME=badgekitapi
DB_PASSWORD=mysqlpw
DB_USER=root
MASTER_SECRET=yoursecret
PORT=8080
~
~
~
~
```

Start the badgekit-api:

```
foreman start
```

If you visit the hosted page and port you can check that the API is running successfully.



2. INSTALLING BADGE KIT

If you don't have node.js go get it and install it.

Clone the OpenBadges-BadgeKit repository.

```
git clone https://github.com/mozilla/openbadges-badgekit.git
```

```
ck@d-i89-241-186:~$ git clone https://github.com/mozilla/openbadges-badgekit.git
Cloning into 'openbadges-badgekit'...
remote: Reusing existing pack: 5292, done.
remote: Counting objects: 57, done.
remote: Compressing objects: 100% (56/56), done.
remote: Total 5349 (delta 19), reused 0 (delta 0)
Receiving objects: 100% (5349/5349), 5.89 MiB | 361.00 KiB/s, done.
Resolving deltas: 100% (3030/3030), done.
Checking connectivity... done.
```

Navigate into the badgekit directory and install the node modules and dependancies.

```
npm install
```

Login to mysql to create database:

```
mysql --user=root --password=pwd
```

Replace “root” and “pwd” with your mysql username and password.

Create a new database and tell mysql to use it:

```
CREATE DATABASE badgekit;
use badgekit;
exit;
```

```
mysql> CREATE DATABASE badgekit;
Query OK, 1 row affected (0.01 sec)

mysql> use badgekit;
Database changed
mysql> exit;
Bye
ck@d-i89-241-186:~/openbadges-badgekit$
```

Create a new file called config.json as seen below:

```
{  
    "COOKIE_SECRET": "agoodsecret",  
    "PORT": "3000",  
    "OPENBADGER_SYSTEM": "badgekit",  
    "OPENBADGER_URL": "http://localhost:8080",  
    "OPENBADGER_SECRET": "yoursecret",  
    "DATABASE_DRIVER": "mysql",  
    "DATABASE_HOST": "localhost",  
    "DATABASE_USER": "root",  
    "DATABASE_PASSWORD": "mysqlpw",  
    "DATABASE_DATABASE": "badgekit",  
    "PERSONA_AUDIENCE": "http://localhost:3000",  
    "API_SECRET": "anyrandomstring",  
    "ACCESS_LIST": ["^you@yourdomain.com$"]  
}
```

Ensure that the OPENBADGER_URL links to the badgekit-API URL and that the OPENBADGER_SECRET is the same as the secret used in the badgekit-API for MASTER_SECRET. Add your email address to the ACCESS_LIST in order to be able to use the badgekit application.

Setup the database schema, slightly different to the badgekit-API we will use db-migrate to allow the database to update with schema changes.

```
bin/db-migrate up
```

```
ck@d-i89-241-186:~/openbadges-badgekit$ bin/db-migrate up  
[INFO] Processed migration 20131209164645-initial  
[INFO] Processed migration 20131216060907-basic-badge-fields  
[INFO] Processed migration 20140122040123-initial-studio-fields  
[INFO] Processed migration 20140213022818-publish  
[INFO] Processed migration 20140217193056-image-table  
[INFO] Processed migration 20140220161432-timestamps  
[INFO] Processed migration 20140317215941-accounts  
[INFO] Processed migration 20140408192228-add-badgetype-to-badge  
[INFO] Processed migration 20140416171703-add-badgecategories-to-badge  
[INFO] Processed migration 20140425193515-add-studioBranding-to-badge  
[INFO] Processed migration 20140505192247-badge-tags  
[INFO] Done  
ck@d-i89-241-186:~/openbadges-badgekit$
```

Log back into mysql and check that the tables were all created correctly.

```
mysql> show tables;
+-----+
| Tables_in_badgekit |
+-----+
| _badgeCategory      |
| account             |
| accountPermission   |
| badge               |
| badgeCategory       |
| badgeTag            |
| criteria            |
| image               |
| migrations          |
+-----+
9 rows in set (0.00 sec)
```

Start the badgekit with foreman (if you don't have foreman get it. Link supplied in badgekit-API installation instructions).

```
foreman start
```

Visit the web page that you are running the badgekit application on to check that it worked correctly.

INSTALLING UNITY3D

Navigate to the unity3d website:

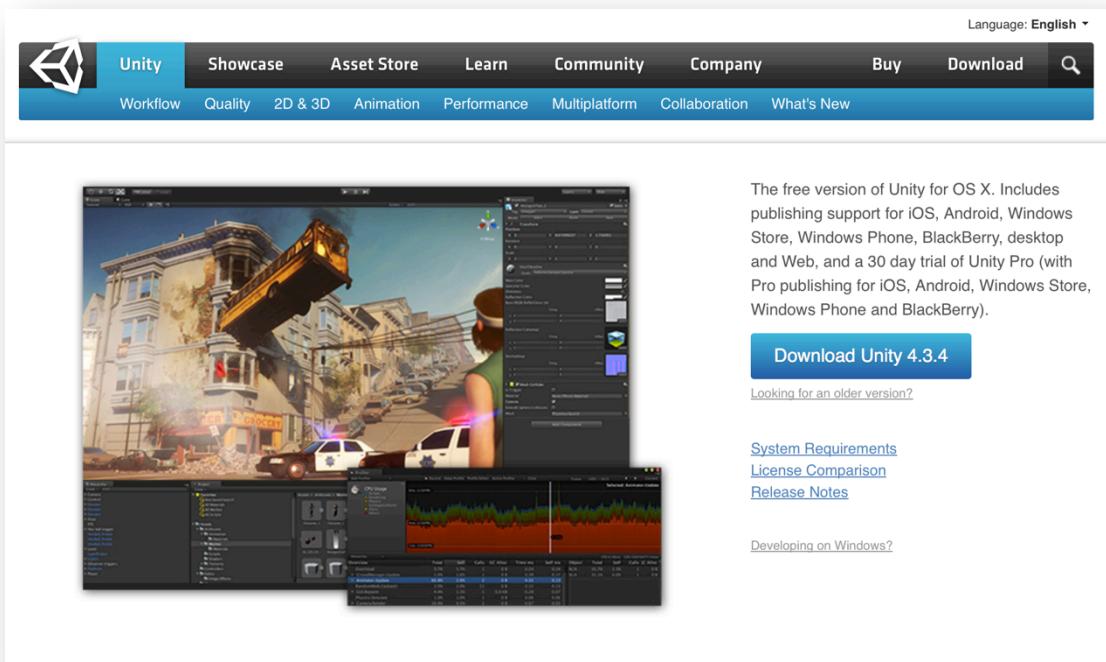
<http://www.unity3d.com>



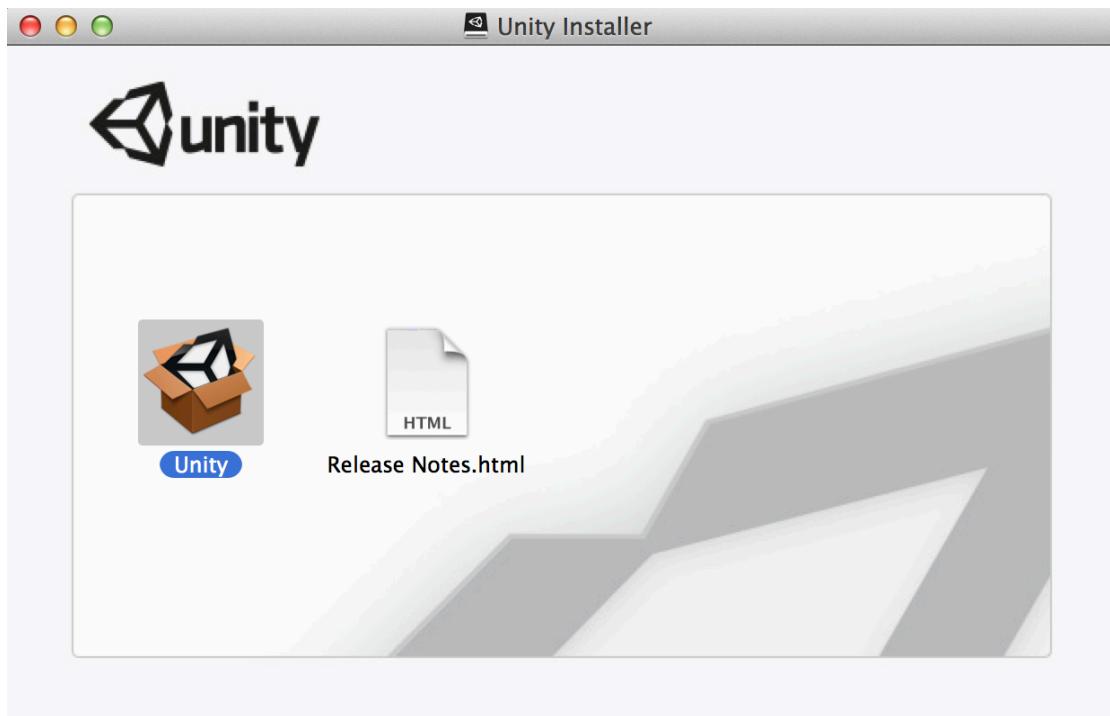
Click the download link to go to the download page.



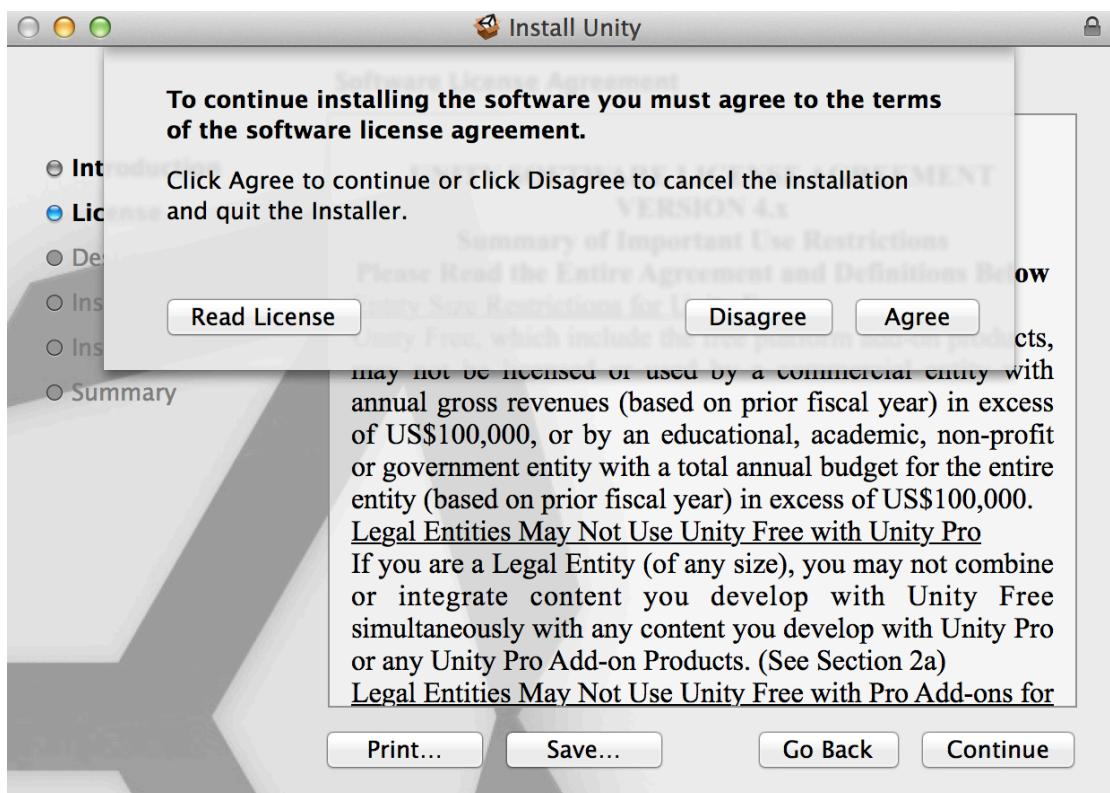
Choose Windows or OSX version and then click Download Unity X.X.X

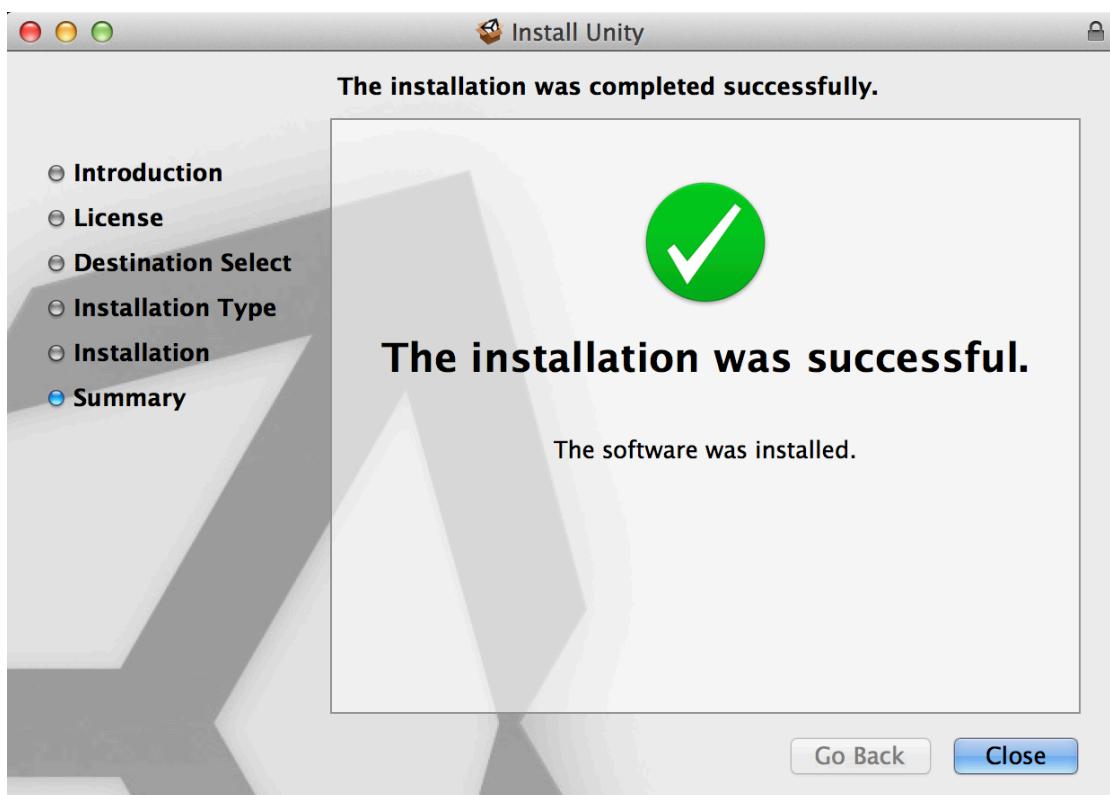
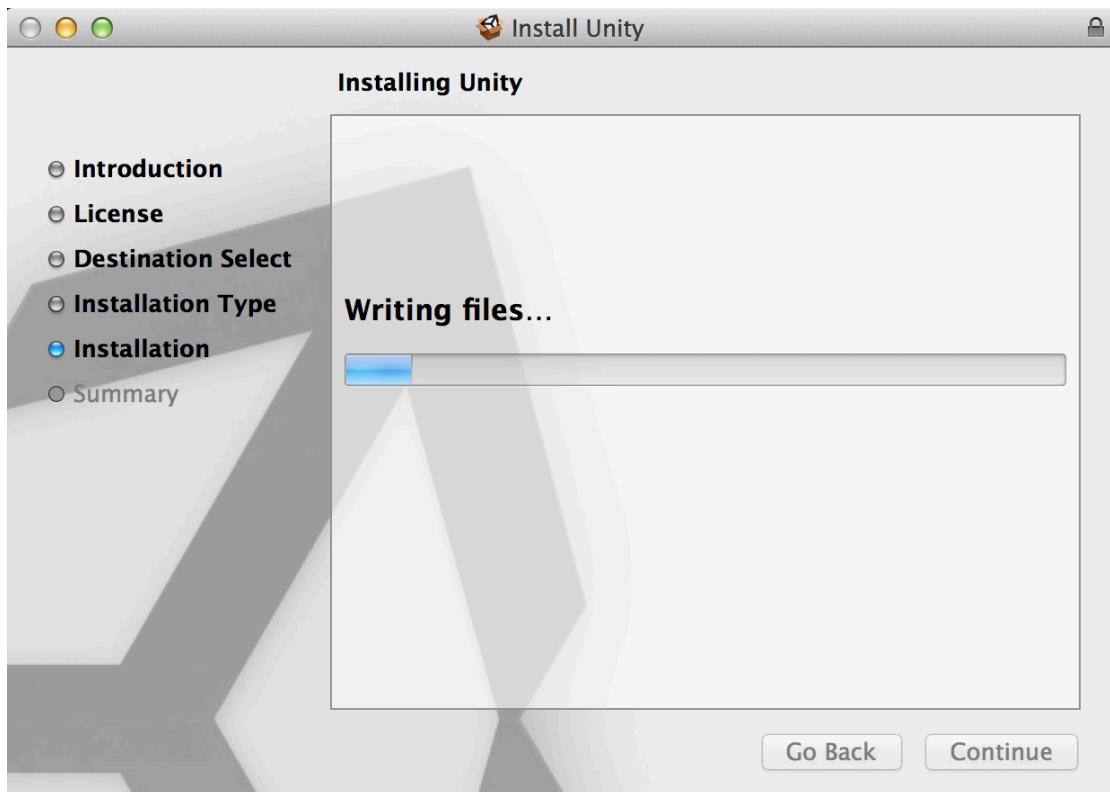


The download will begin shortly after, wait until the download has completed.

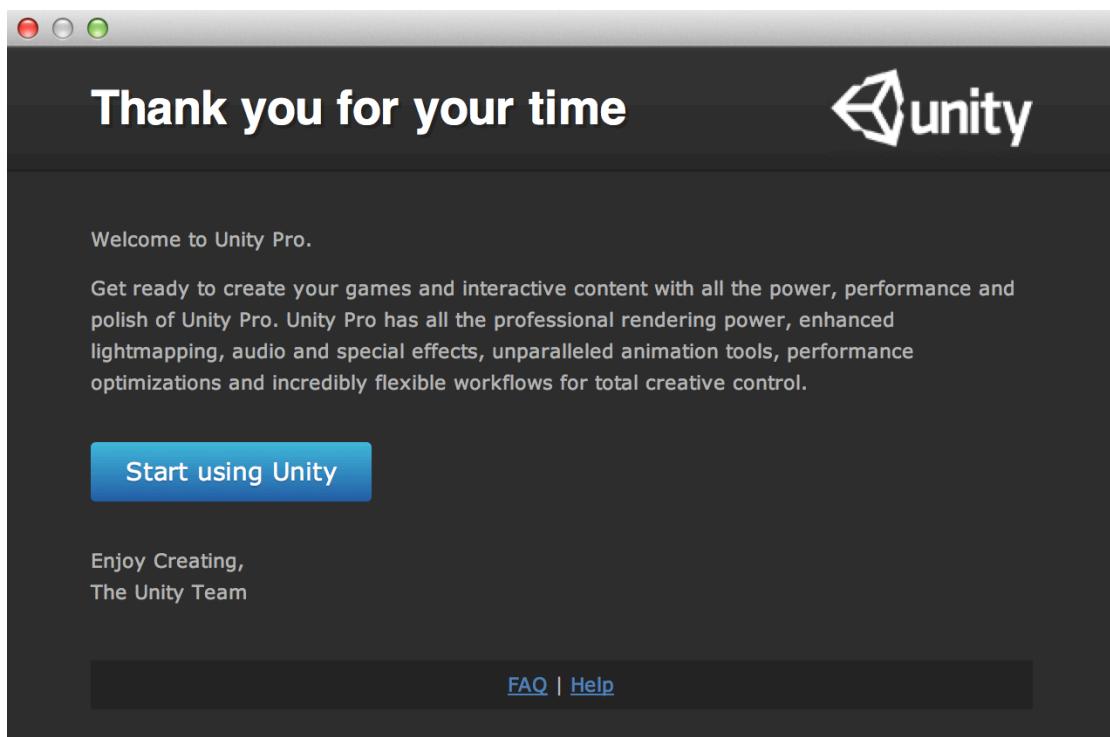
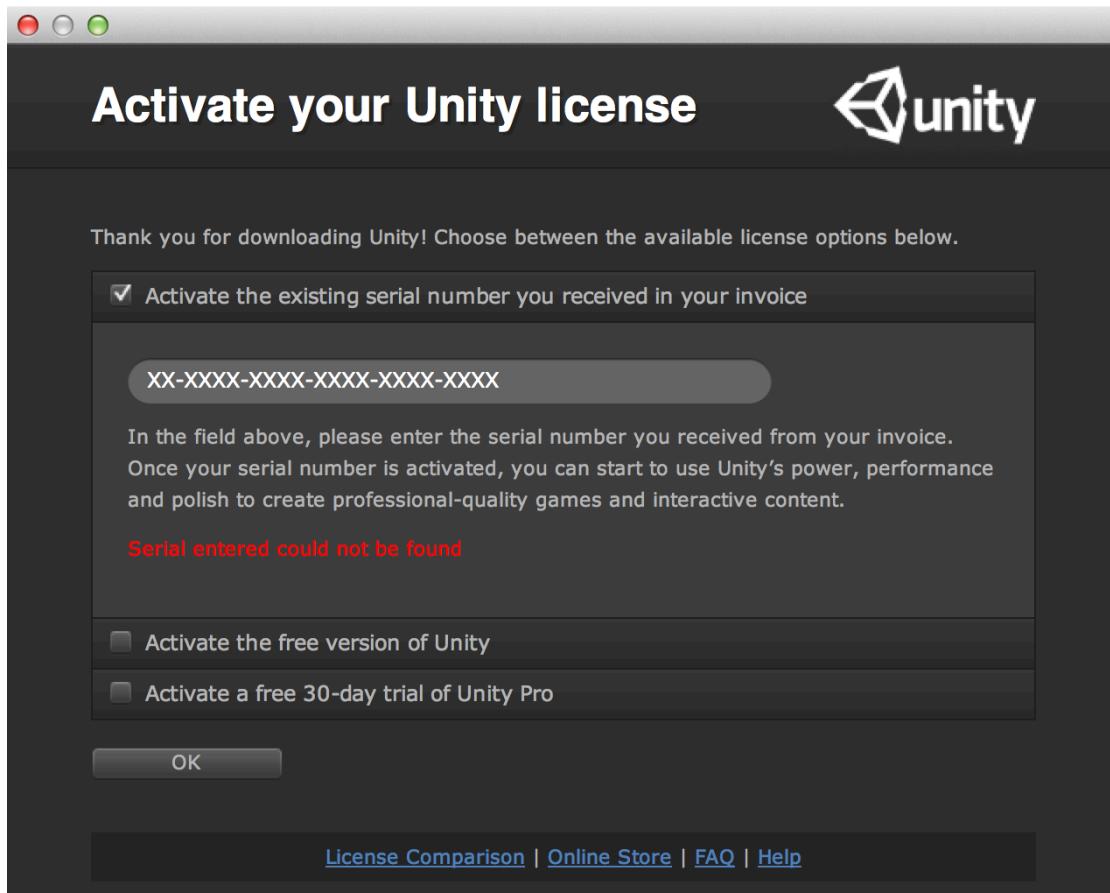


Open the unity installer and start the installation process, follow the wizard. Agreeing to the license agreement terms.





When installation is completed enter the product key or choose to activate the free version or a trial and click OK.



Once it confirms you have entered a working serial it will be completed, click the start using unity button to complete installation and begin working.

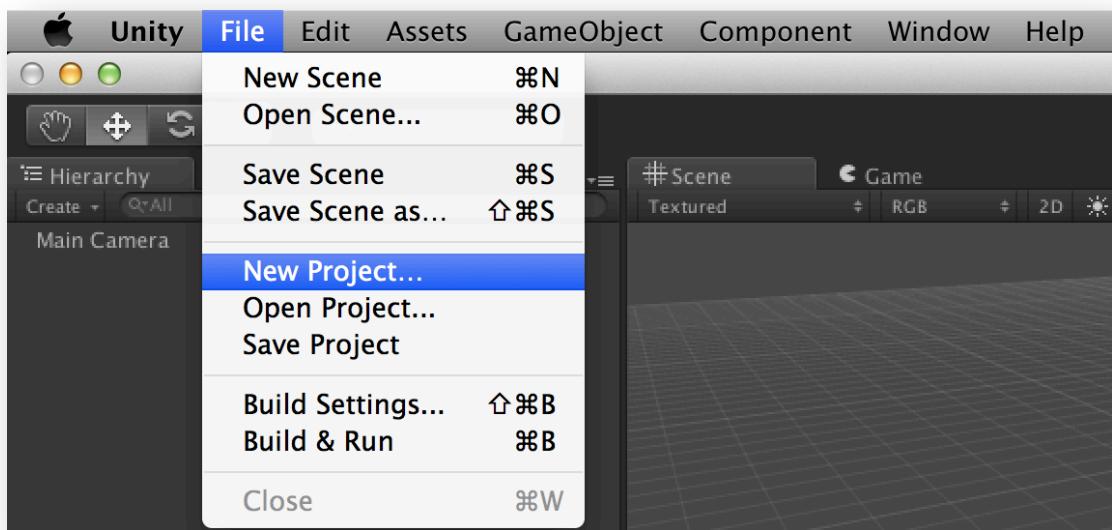
INSTALLING OPEN BADGES ASSET PACKAGE

Download the OpenBadgesPackage.unitypackage from the website and remember where it has been saved.

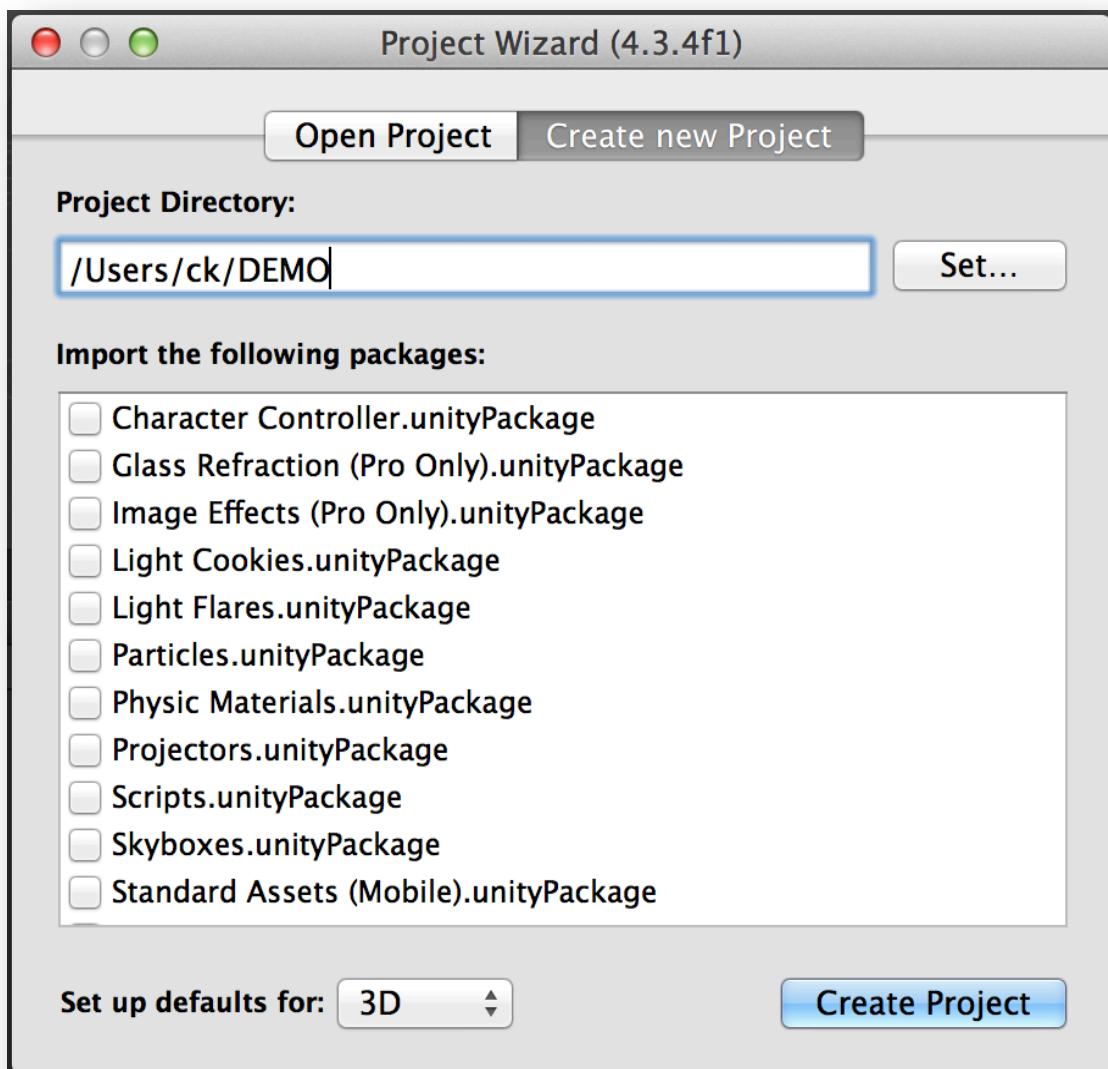
https://github.com/craigknott/Unity3D_OpenBadges/OpenBadgesPackage.unitypackage

Open the project being worked on or create a new project. To create a new project, navigate to:

"File" -> "New Project..."

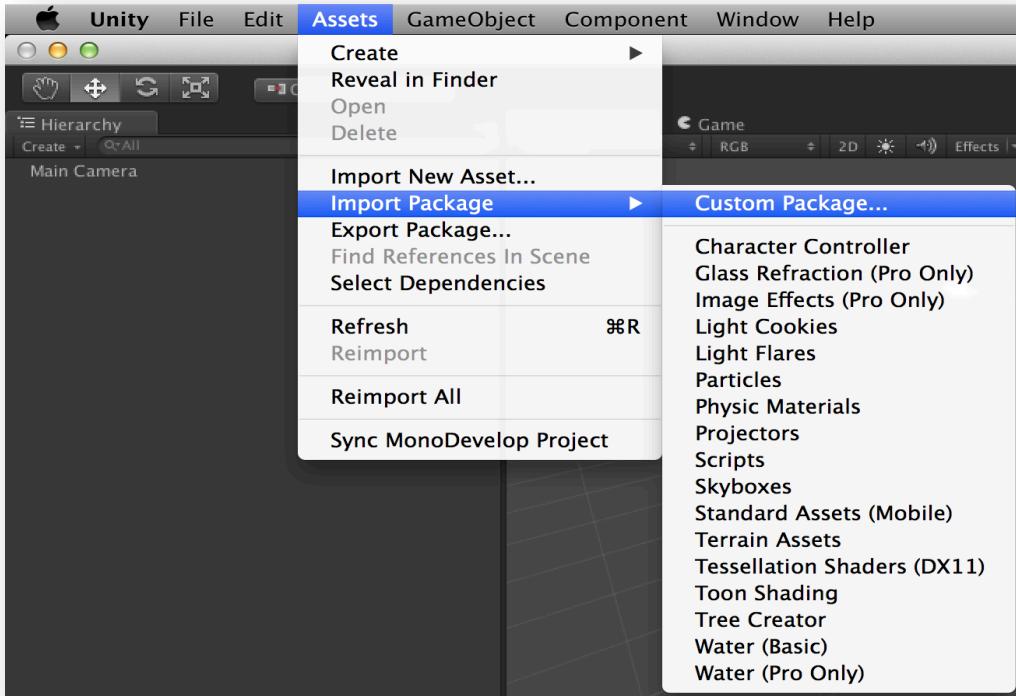


If creating a new project, choose a directory to save the project in and name it appropriately.
Then click "Create Project"

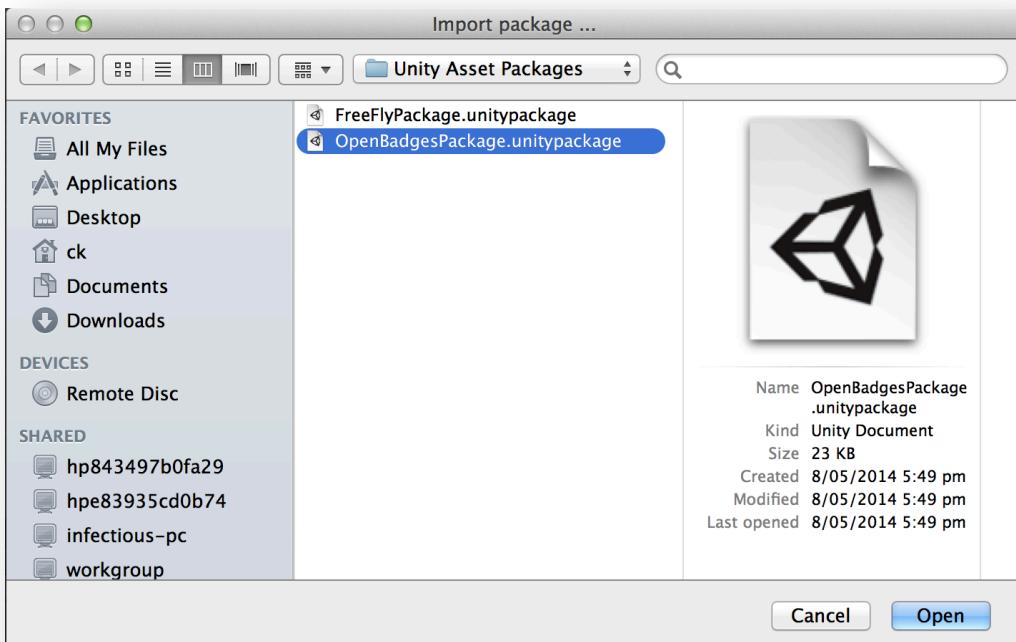


Once the project has been successfully loaded, navigate to:

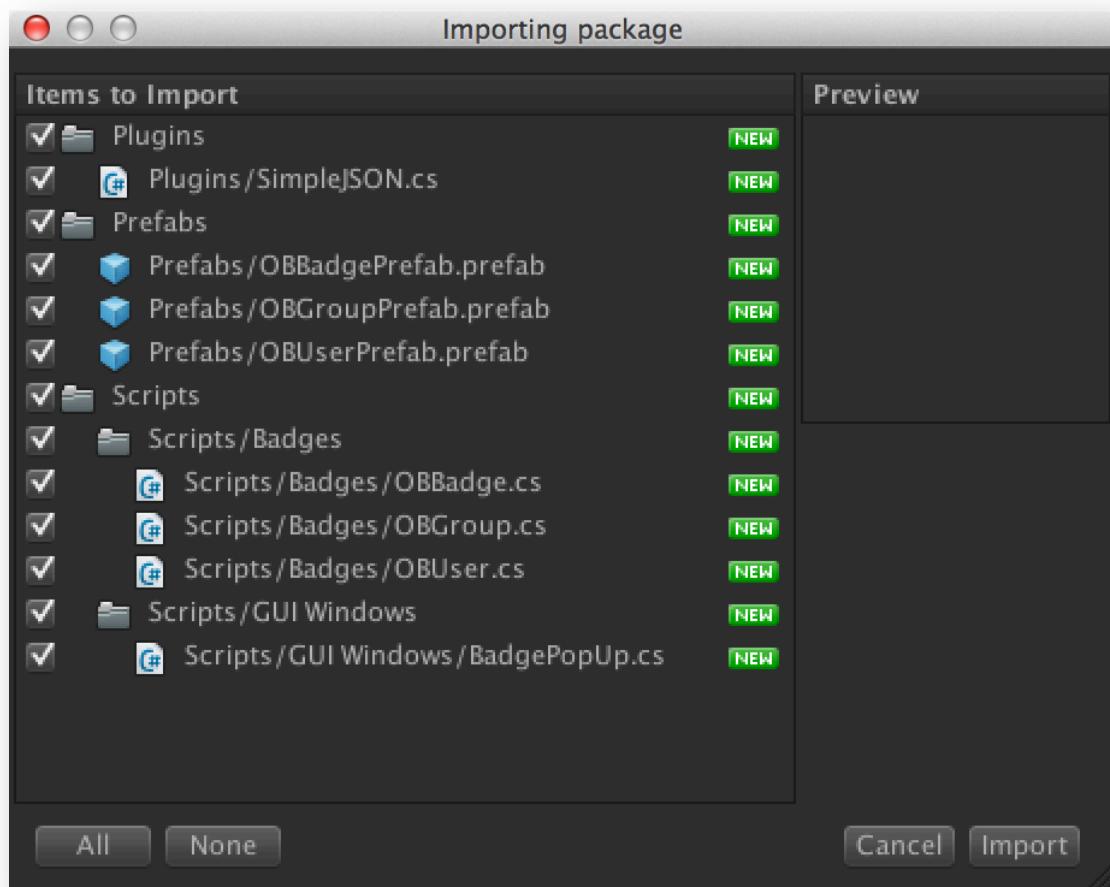
"Assets" -> "Import Package" -> "Custom Package..."



Navigate to the folder where the OpenBadgesPackage was downloaded and saved to, select the OpenBadgesPackage.unitypackage and click "Open".



The importing package window will appear, ensure all assets are selected and click "Import"



The assets will now be loaded into the project assets folder ready for use.

To use the assets click on the prefab folder and drag the OBUser prefab onto the scene wherever you wish to display a user and their badges, enter the users email in the inspector window.

