

# TODO LIST

~~"Gamified" but not a Game~~

~~Paralyzed by choice~~

Manual validation of completion

Setting up local development  
environments

## Basic Training: Using the Code Editor

```
1 /*
2  Not sure what this code does? Don't worry about it for now. Hit the "play"
3  button below to execute it. It will start a tiny web application running on
4  your computer that you can use to complete this challenge. The app will run
5  until you execute another program in the IDE, or quit TwilioQuest.
6  */
7  const http = require('http');
8
9  const server = http.createServer((request, response) => {
10    response.end('hello world!');
11  });
12
13  const PORT = 8767;
14  server.listen(PORT, () => {
15    console.log(`HTTP server listening on http://localhost:${PORT}/`);
16    console.log(`Paste this URL into the hack UI to complete the challenge!`);
17    console.log(`You can open this URL in your web browser too to test it out.`);
18  });
```

Initializing JavaScript development environment...

QuestIDE 1.0.0 ready. Welcome, Operator.

Executing your program...

HTTP server listening on http://localhost:8767/

Paste this URL into the hack UI to complete the challenge!

You can open this URL in your web browser too to test it out.

**\*\* LOCKED \*\***

Show Tutorial

URL for your 'Hello World' application:

e.g. http://localhost:8767/

HACK