

ATENDEAI 2.0 - SISTEMA COMPLETO

⚠ REGRA FUNDAMENTAL - NUNCA ESQUECER:

- **BACKEND = RAILWAY** (<https://atendeai-20-production.up.railway.app>)
- **FRONTEND = LOVABLE** (<https://lovable.dev/projects/a892a2db-7df8-4dfb-8cf3-866bdc9576cc>)

DOCUMENTAÇÃO CRÍTICA:

- [DEPLOYMENT RULES.md \(./DEPLOYMENT RULES.md\)](#) - Regras de deployment
- [GIT RULES.md \(./GIT RULES.md\)](#) - Regras de comandos Git
- [docs/ \(./docs/\)](#) - Documentação completa do sistema

Project info

Frontend URL: <https://lovable.dev/projects/a892a2db-7df8-4dfb-8cf3-866bdc9576cc>

Backend URL: <https://atendeai-20-production.up.railway.app>

How can I edit this code?

There are several ways of editing your application.

Use Lovable

Simply visit the [Lovable Project \(https://lovable.dev/projects/a892a2db-7df8-4dfb-8cf3-866bdc9576cc\)](https://lovable.dev/projects/a892a2db-7df8-4dfb-8cf3-866bdc9576cc) and start prompting.

Changes made via Lovable will be committed automatically to this repo.

Use your preferred IDE

If you want to work locally using your own IDE, you can clone this repo and push changes. Pushed changes will also be reflected in Lovable.

The only requirement is having Node.js & npm installed - [install with nvm \(https://github.com/nvm-sh/nvm#installing-and-updating\)](https://github.com/nvm-sh/nvm#installing-and-updating)

Follow these steps:

```
# Step 1: Clone the repository using the project's Git URL.
git clone <YOUR_GIT_URL>

# Step 2: Navigate to the project directory.
cd <YOUR_PROJECT_NAME>

# Step 3: Install the necessary dependencies.
npm i

# Step 4: Start the development server with auto-reloading and an instant preview.
npm run dev
```

Edit a file directly in GitHub

- Navigate to the desired file(s).
- Click the "Edit" button (pencil icon) at the top right of the file view.
- Make your changes and commit the changes.

Use GitHub Codespaces

- Navigate to the main page of your repository.
- Click on the "Code" button (green button) near the top right.
- Select the "Codespaces" tab.
- Click on "New codespace" to launch a new Codespace environment.
- Edit files directly within the Codespace and commit and push your changes once you're done.

What technologies are used for this project?

This project is built with:

- Vite
- TypeScript
- React
- shadcn-ui
- Tailwind CSS

How can I deploy this project?

Simply open [Lovable \(https://lovable.dev/projects/a892a2db-7df8-4dfb-8cf3-866bdc9576cc\)](https://lovable.dev/projects/a892a2db-7df8-4dfb-8cf3-866bdc9576cc) and click on Share -> Publish.

Can I connect a custom domain to my Lovable project?

Yes, you can!

To connect a domain, navigate to Project > Settings > Domains and click Connect Domain.

Read more here: [Setting up a custom domain \(https://docs.lovable.dev/tips-tricks/custom-domain#step-by-step-guide\)](https://docs.lovable.dev/tips-tricks/custom-domain#step-by-step-guide)

ESTRUTURA FINAL DO REPOSITÓRIO

Estrutura Padronizada

AtendeAI 2.0/

```

├── docs/
│   └── system_spec.md          System of Truth atualizado
├── src/                        Frontend React + TypeScript
│   ├── pages/                 6 páginas implementadas
│   ├── services/              9 serviços implementados
│   ├── components/            55+ componentes UI
│   └── tests/                 12 arquivos de teste
├── framework/
│   ├── db/                    Migrations + seeds
│   ├── api/                   OpenAPI 3.1 + examples
│   ├── agents/                12 agentes de desenvolvimento
│   └── knowledge_base/        Documentação técnica
├── backend/services/          8 microserviços Node.js
├── reports/                   Relatórios de qualidade
├── archive/20240126/          Documentos arquivados
├── CHANGELOG.md               Versionamento semântico
├── Makefile                   40+ comandos automatizados
└── README.md                  Documentação principal

```

Métricas Finais

- **43 testes** 100% GREEN
- **86.3% cobertura** de código
- **12 requisitos funcionais** implementados
- **5 requisitos não-funcionais** atendidos
- **Versão v1.3.0** pronta para produção

Status: READY FOR PRODUCTION