Iterate Faster with Truffle Teams

Consider the amount of context switching required to develop a dapp: you're writing Solidity one minute, writing tests another, debugging those results--it's easy to get lost! These switches carry a cognitive load and when errors equal a loss of ETH we need all the help we can get. I'm happy to inform you Truffle Teams can help reduce context switching and help you or your team iterate faster.

Truffle Teams has reached a very important stage in its life: it now provides a complete workflow including building, testing, managing, monitoring, and debugging. This means you're getting a huge boost in productivity. This amounts to a more robust workflow for you and/or your team and contributes to the application lifecycle generally by tightening the feedback loop between deployment, operation, and debugging all within a flexible development network.

The development lifecycle. Up to this point, Truffle Teams has already offered a builds system, deployment manager, blockchain sandboxes, and monitoring. Recently we released a visual debugger into early access. With that, we'd like to highlight two features that completed this cycle: the Debugger and the Contract Manager.

For a great video example, check out our demo from TruffleCon 2020. We briefly touch all the phases talked about above using a rock, paper, scissors game. For something more long-form, check out our 5-part webinar series walking you through using the Truffle suite to create an NFT and trade it on a decentralized marketplace.

[Mike Seese and Josh Quintal go over the entire development lifecycle using Truffle Teams for a decentralized rock, paper, scissors dapp.](#)

Debugger Enhancements¶

Note : To use the debugger right away, you'll need to opt-in to [Truffle Teams Early Access](#) .

Truffle offers a sophisticated forensic transaction debugger and allows you to extract the most information and context possible from your transactions. We released a graphical version of our command line debugger into Truffle Teams Early Access in December. Since then we've added syntax highlighting and breakpoints for an improved developer experience. Readability increases and you control where execution stops, providing a precision debugging experience. Check out the Truffle Teams debugger docs to learn more about breakpoints. Currently the debugger in Truffle Teams only works for sandbox environments, but we plan on supporting public networks next!