1. Tool Name:

AutoEnvAl

2. Purpose / Problem Statement:

Setting up software development environments across teams is often time-consuming, inconsistent, and error-prone. Developers spend hours configuring IDEs, installing dependencies, setting environment variables, and managing .env files and Docker containers. This overhead slows onboarding and leads to environment drift ("it works on my machine" syndrome).

AutoEnvAl is an Al-powered assistant that **automatically generates and configures development environments** based on a project's codebase and documentation.

3. Workflow / How It Works:

1. Code Analysis:

- Scans the codebase for language, framework, dependencies (package.json, requirements.txt, Dockerfile, etc.).
- Analyzes README.md and .env.example files.

2. Al Environment Inference:

- Uses a trained ML model to suggest or generate:
 - Dockerfiles
 - docker-compose.yml
 - Environment variable templates
 - Dev container configuration
 - Install scripts for local setup

3. Interactive Prompting:

 Asks the user to confirm or customize environment details (e.g., ports, secrets, versions).

4. Automatic Setup:

- Sets up the dev environment with a single click or command (autoenvinit).
- Optionally integrates with cloud IDEs like GitHub Codespaces or JetBrains Gateway.

5. Team Sync:

- o Generates sharable config files and onboarding instructions.
- Verifies consistency across environments.

4. Impact / Benefits:

- Paster Onboarding: New developers can start coding in minutes.
- Fewer Errors: Eliminates config mismatches and reduces human error.
- DevOps Alignment: Smooth integration with CI/CD and containerized pipelines.
- **Productivity Boost:** Developers focus on solving business problems, not setup headaches.
- Cross-platform: Supports Windows, macOS, Linux, and cloud dev environments.

5. Ideal Users:

- Software development teams
- DevOps engineers
- Open-source maintainers

Bootcamp students and tech educators
AutoEnvAl bridges the gap between code and infrastructure — one click, zero friction.