# **Creating the Real Time Database**

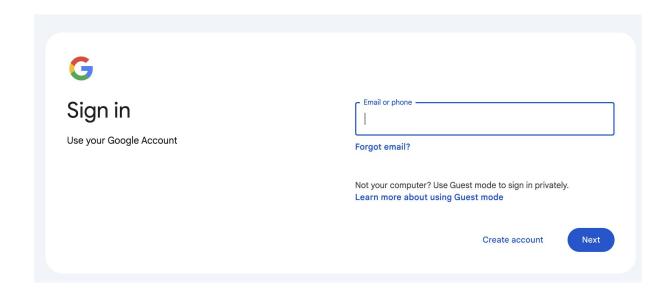
@NYC Resistor

# Instructions

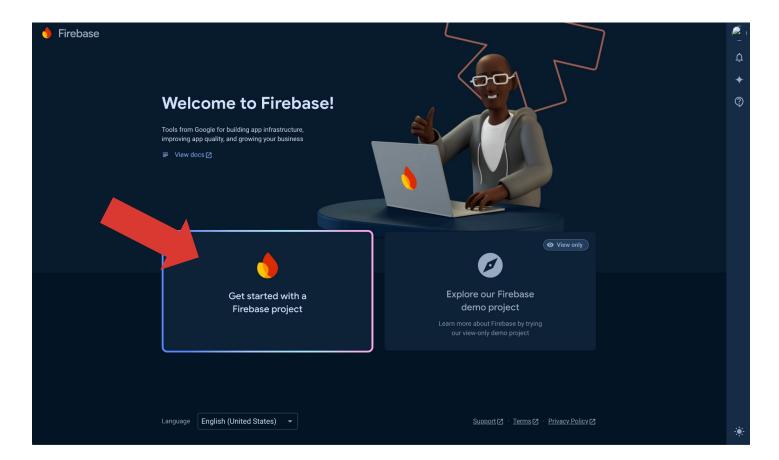
Pepi and Julia will walk around and help if you get stuck!



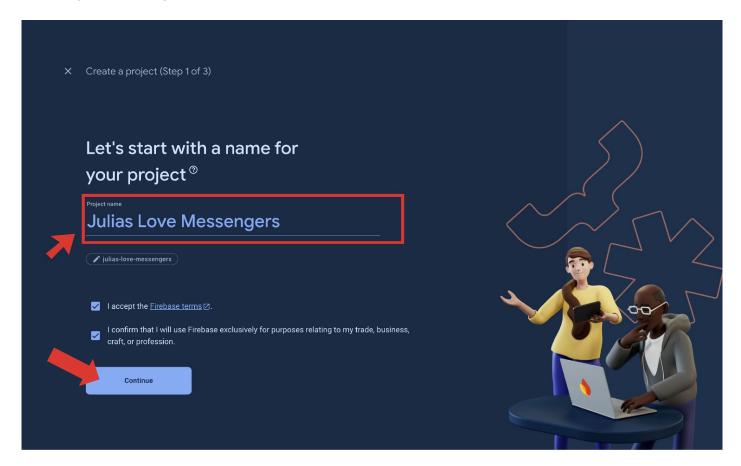
**Step 1:** Open **console.firebase.google.com** in Google Chrome, and log into your **personal** Google account.



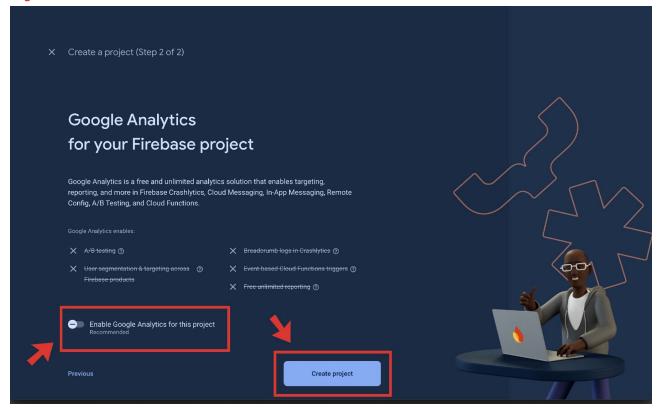
#### Step 2: In the Firebase website, select "Get started with a Firebase project"



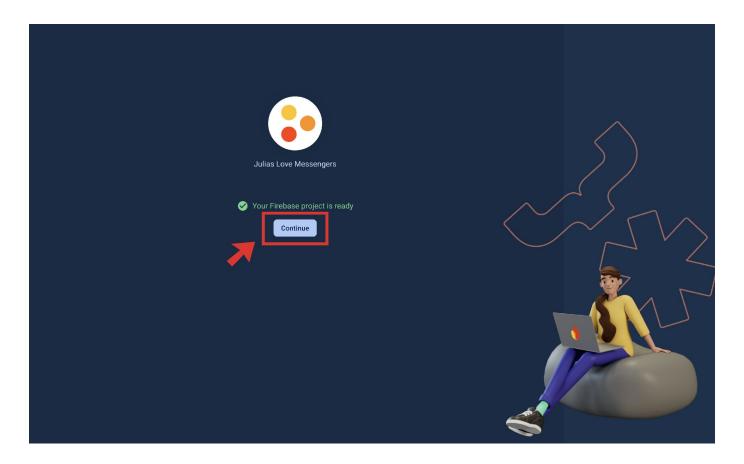
Step 3: Give your project a name, and hit the "Continue" button.



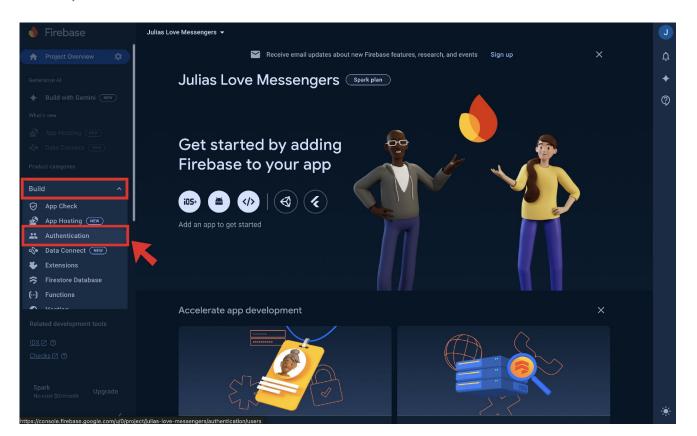
**Step 4:** <u>Disable</u> Google Analytics in the slider at the bottom of the page, then hit "Create Project".



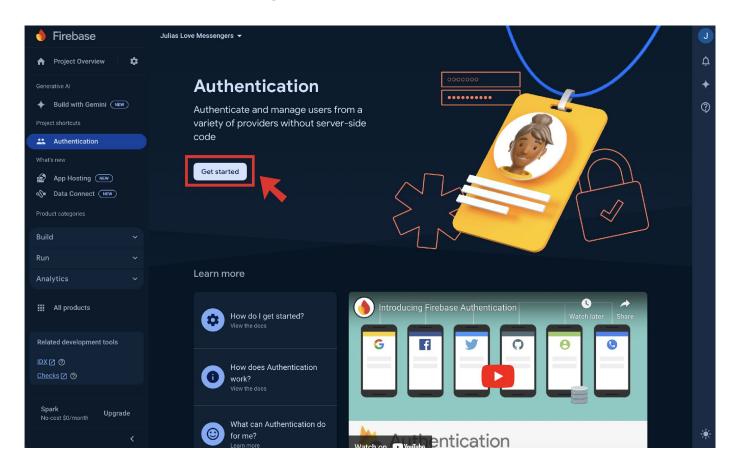
**Step 5:** Once the project has loaded, hit the "Continue" button.



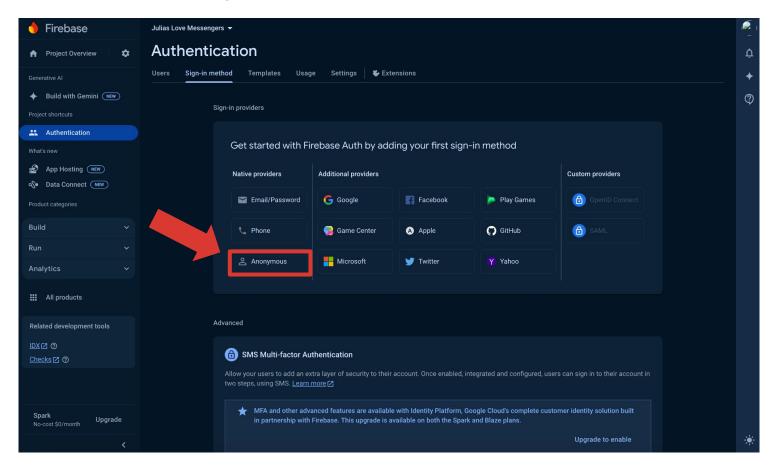
**Step 6:** We are now in the project console page! On the left panel bar, enter the "Build" menu, and select "Authentication".



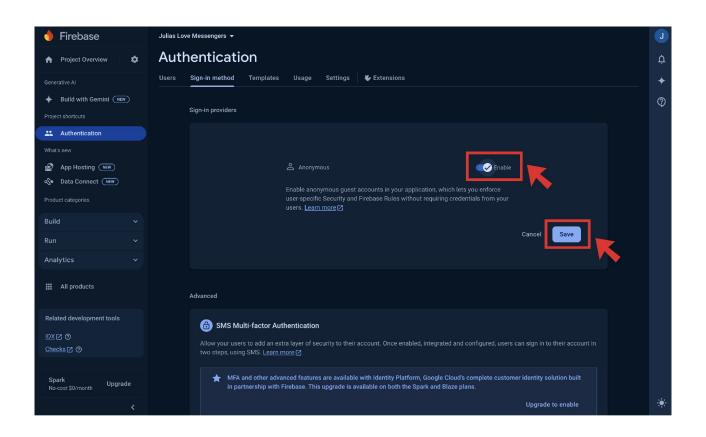
#### **Step 7:** In the authentication page, select "Get started".



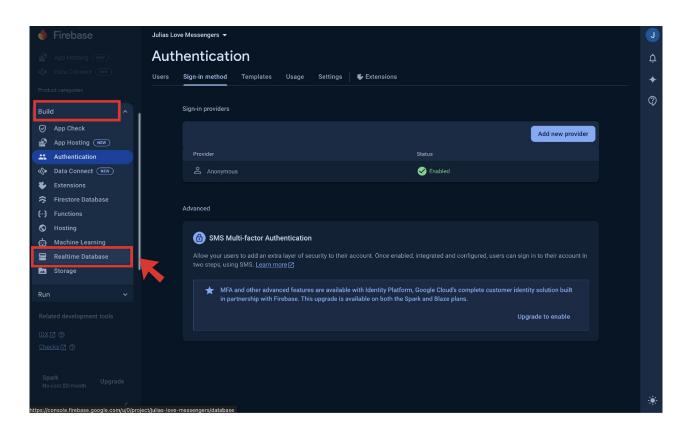
#### Step 8: Select the "Anonymous" option.



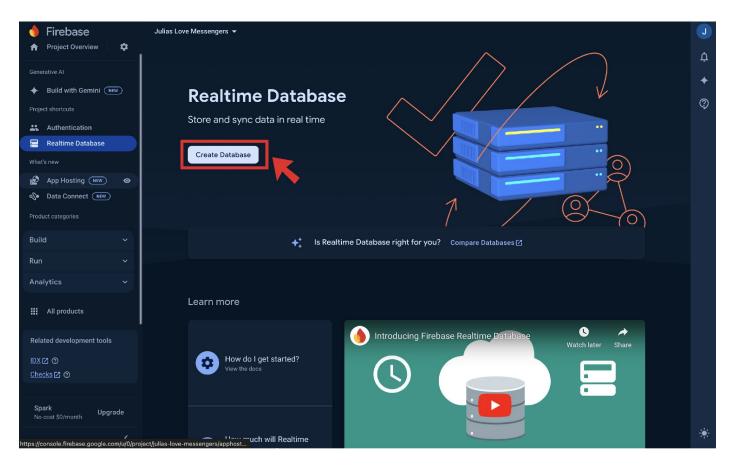
#### Step 9: Toggle the "Enable" slider, and hit the "Save" button.



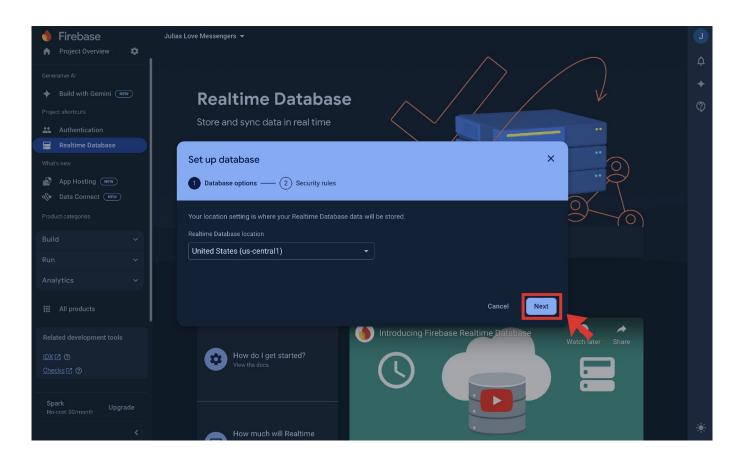
**Step 10:** Now we will build the database! Go to the left panel bar. In the "Build" menu, select "Realtime Database"



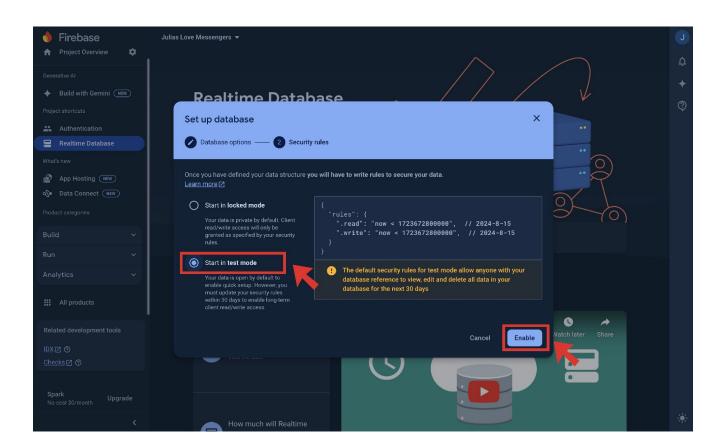
#### Step 11: Select "Create Database"



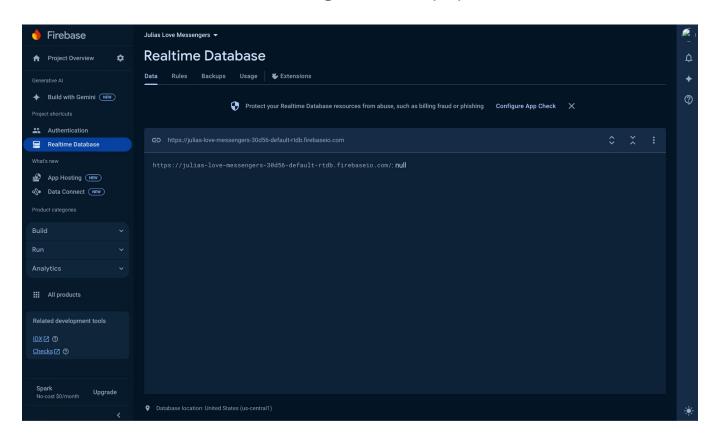
#### Step 12: Keep the Realtime Database location as "United States", and hit "Next"



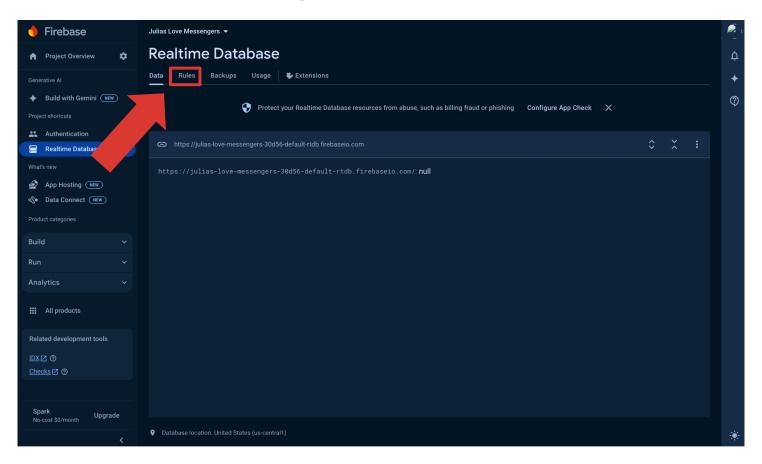
#### Step 13: Select "Start in test mode", and hit "Enable"



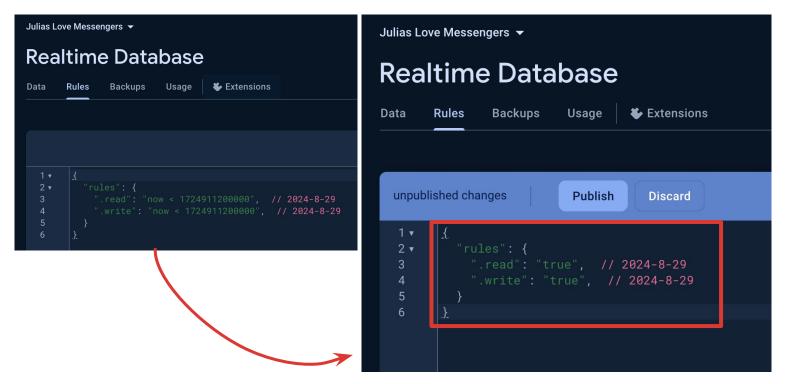
**Step 14:** YEYY! This is our Real Time Database . It currently has no data stored, but as soon as we connect the Love Messengers, it will populate with information.



### Step 15: Select the "Rules" navigation point.

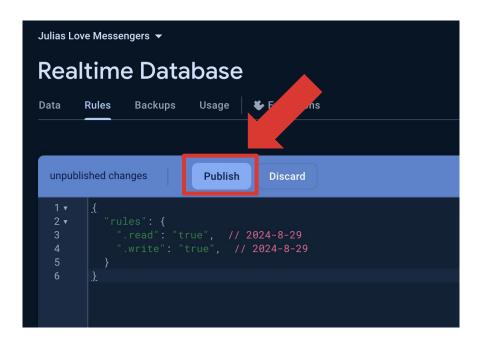


**Step 16:** Remove both "**now < 172491120000**" texts, and replace them with "**true**" like in the screenshots below.



This is how your page should look in the end

## Step 17: "Publish" the changes.



All done! Keep the Firebase window open for now, because we will need it later in the code. We will regroup when everyone is done.

