

# Part 1 — Project Setup (Docker, Prisma, Base Next.js App)

This section sets up the foundational backend, database, and runtime configuration for the GameHub gaming website.

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## 1. package.json

```
` `` `json
{
  "name": "gaming-website",
  "version": "1.0.0",
  "private": true,
  "scripts": {
    "dev": "next dev -p 3000",
    "build": "next build",
    "start": "next start -p 3000",
    "lint": "next lint",
    "prisma:generate": "prisma generate",
    "prisma:migrate": "prisma migrate dev --name init --preview-feature",
    "prisma:seed": "ts-node --compiler-options \"{\\\"module\\\":\\\"CommonJS\\\"}\"
prisma/seed.ts",
    "docker:up": "docker-compose up --build",
    "format": "prettier --write ."
  },
  "dependencies": {
    "@prisma/client": "^5.0.0",
    "axios": "^1.4.0",
    "bcryptjs": "^2.4.3",
    "cookie": "^0.6.1",
    "next": "13.4.10",
    "next-auth": "^4.22.0",
    "react": "18.2.0",
    "react-dom": "18.2.0",
    "socket.io-client": "^4.7.2",
    "socket.io": "^4.7.2"
  },
  "devDependencies": {
    "@types/node": "20.5.1",
    "@types/react": "18.2.22",
    "prisma": "^5.0.0",
    "ts-node": "^10.9.1",
```

```
"typescript": "5.5.6",  
"tailwindcss": "^3.5.0",  
"autoprefixer": "^10.4.14",  
"postcss": "^8.5.44",  
"prettier": "^2.8.8",  
"eslint": "8.48.0",  
"eslint-config-next": "13.4.10"
```

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}
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}
```