Arcade Development Guide

1. Open Command Prompt and navigate to the desired folder location:
    1. Clone the repo using SSH: `git clone git@github.com:tamu-edu-students/csce600-arcade.git`. For help connecting via SSH [read this](#).
    2. Clone the repo using HTTPS: `git clone https://github.com/tamu-edu-students/csce600-arcade.git`. For help cloning via HTTPS [read this](#).
2. Environment setup:
    1. For Windows users: Install WSL. For help [read this](#).
    2. For Mac users:
3. Ruby installation:

> 🔥 **Important**
>
> Windows users need to activate WSL: `wsl`

1. Install `rbenv`: `sudo apt install rbenv`
2. Install Ruby: `rbenv install 3.3.5`

> ⚠️ **Warning**
>
> Mac comes with a System Ruby version preinstalled. Do not delete this version. Instead, ensure that your `PATH` contains the `rbenv` ruby version before the system version in your bash file.
> For help managing Ruby version on Mac [read this](#) and [this](#)

4. Dependencies:
    1. Install bundler: `gem install bundler`
    2. Install gems: `bundle install`

> ⚠️ **Warning**
>
> If step 2 fails: `bundle config set --local without 'production'`

5. Environment variables:

1. Create a `.env` in the root of the project: `touch .env`
2. GitHub OAuth:
   1. Go to the [GitHub developer](#) settings.
   2. Create new OAuth application. (You may need to create two since GitHub only allows one redirect URI per application.)
   3. Please ensure both the Heroku deployment URI and the local host URI are included in the Redirect URI section.
   4. Add the environment variables:
      1. `GITHUB_CLIENT_ID`
      2. `GITHUB_CLIENT_SECRET`
   5. For help [read this](#).
3. Spotify OAuth:
   1. Go to the [Spotify developer page](#) and create an account.
   2. Setup the Arcade application with required facilities.
   3. Please ensure both the Heroku deployment URI and the local host URI are included in the Redirect URI section.
   4. Add the environment variables:
      1. `SPOTIFY_CLIENT_ID`
      2. `SPOTIFY_CLIENT_SECRET`
   5. For help [read this](#).
4. Google OAuth:
   1. Go to the Google Cloud Console.
   2. Setup the Arcade application with required facilities.
   3. Add the environment variables:
      1. `GOOGLE_CILENT_ID`
      2. `GOOGLE_PROJECT_ID`
      3. `GOOGLE_CLIENT_SECRET`
      4. `GOOGLE_AUTH_URI="https://accounts.google.com/o/oauth2/auth"`
      5. `GOOGLE_TOKEN_URI="https://oauth2.googleapis.com/token"`
      6. `GOOGLE_AUTH_PROVIDER="https://www.googleapis.com/oauth2/v1/certs"`
      7. `GOOGLE_REDIRECT_URIS`
   4. Please ensure both the Heroku deployment URI and the local host URI are included in the Redirect URI section.
   5. For help [read this](#).
6. Database setup:
   1. Migration: `rails db:migrate`
   2. Setup: `rails db:seed`

> ⓘ **Info**
>
> On the first run, seed may take up to 2 minutes since it needs to set up the relevant dictionaries from scratch.

7. Development mode:
    1. Run the app: `rails server`
    2. Navigate to http://127.0.0.1:3000 or http://localhost:3000 on a browser window to interact with Arcade.
    3. In terminal, press CTRL+C to quit running the application.
8. Run tests and coverage report locally:
    1. Unit tests and functional tests with RSpec: `bundle exec rspec`
    2. Integration tests with Cucumber: `bundle exec cucumber`
    3. View the code coverage report: `open coverage/index.html`
9. Run tests and coverage report on Github:
    1. Run the Tests and Coverage workflow from the left navigation bar. For help running Github Actions, read this.
    2. This workflow runs rspec tests, cucumber tests and ensures coverage is maintained above 90% across the repository.
10. Generate developer documentation locally (optional):
    1. Generate docs: `yard doc`
    2. View docs: `open doc/index.html`
11. Generate developer documentation on Github.
    1. Run the Deploy Developer Docs workflow from the left navigation bar.
    2. View docs here.
12. Deployment (Heroku):
    1. Setup a new Heroku account.
    2. Install Heroku CLI. For help read this.
    3. Login: `heroku login`
    4. Create a `Procfile` in the root: `web: bundle exec rails server -p $PORT`
    5. Create Heroku app: `heroku create app-name`
    6. Push your app: `git push heroku prod`
    7. Database setup: `heroku run rails db:migrate && rails db:seed`
    8. Set environment variables using application settings or CLI.
        1. CLI command format: `heroku config:set VAR_NAME=value`
        2. For help read this.

3. On Heroku, you need to set up an additional variable to configure the time zone:

```
TZ: America/Chicago
```

13. Enjoy Arcade!