

How to setup the multiplayer version.

Step 1 – Make sure Node.JS is installed on the system (can be found here: <https://nodejs.org/en/>).

Step 2 – Open CMD.

Step 3 – Use the CD command to navigate to the folder that this document is located in. e.g. YourDir\Checkers Project - Callum Clarke\Multiplayer

Step 4 – Run the command 'node app'.

The server should now be running.

You can connect to the server using any web browser and going to the URL 'localhost:2000'.

This can be set up so that users can connect though the internet. This would however require you to port forward the port '2000'. The URL would the be the machines external IP plus the port 2000 on the end.

e.g. 94.174.63.90:2000 would be the URL I use at home on my personal PC.

How to play the multiplayer version.

Once the server is running you will be able to connect to it. Firstly, connect with 1 tab and then connect with another.

On one of the tabs you will then need to click the 'host game' button. A game code will then be displayed to you.

Now on the other tab you will need to click the 'join game' button. You will then be prompted to enter a room code. You should enter the room code displayed on the other tab.

Once this is complete the game will be able to start. The tab that first created the room will be able to take the first move and will start as the blue pieces.