**Build Instructions**

This document provides detailed instructions on how to build and run the SquizzGame application.

**Prerequisites**

Before building the application, ensure that you have the following prerequisites installed on your system:

Node.js

Npm

Angular CLI

**Cloning the Repository**

First, clone the repository to your local machine:

**git clone https://github.com/your-username/your-project-name.git**

**cd your-project-name**

**Building the Backend (Node.js)**

If your project includes a Node.js backend, follow these steps:

Navigate to the Backend Directory

**cd backend-nodejs**

**Install Dependencies :**

**npm install**

**Start the Server :**

**npm start**

This command will start the backend server. By default, it might run on http://localhost:3000.

**Building the Frontend (Angular)**

For an Angular frontend, follow these steps:

**Navigate to the Frontend Directory**

**cd ../frontend-angular**

**Install Dependencies :**

**npm install**

**Build the Application :**

**ng build**

**Serve the Application :**

**ng serve**

**The application will be available at http://localhost:4200.**

**Running the Application**

After building both the backend and frontend:

Backend API will be available at http://localhost:3000 (or your configured port).

Frontend application will be accessible at http://localhost:4200 (for development server).

**Additional Notes**

You will need to run queries.sql on postgresql to create the database.