

Readme

Windows Azure Toolkit for Social Games CTP

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| |  |  | | --- | --- | | Version: | 1.0.0 | | Last updated: | 8/12/2011 | |  |

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Overview

Building a social game is a tough challenge. From the first iteration developers must plan for and deal with issues like high concurrency, real time interaction, and rapid growth. The Windows Azure Toolkit for Social Games provides you with the tools you need to ramp up your game development quickly on an architecture that will help you face future challenges. The toolkit leverages the power of Windows Azure and game development best practices to handle even the most demanding social games.

This version of the toolkit consists of a generic game play service API, and a “Tic-Tac-Toe” sample game that consumes the operations exposed by the game service. The game play service is responsible for handling the generic game operations like user authentication, joining multiple players to a game, and persisting the game live state.

This guide will walk you through the steps for running the sample game locally using the Windows Azure emulator

## Prerequisites

* 1. The following software is required to run this toolkit:
  + [Microsoft Visual Web Developer 2010 Express or Microsoft Visual Studio 2010](http://www.microsoft.com/express/Web/)
  + [Microsoft .NET Framework 4.0](http://www.microsoft.com/downloads/details.aspx?FamilyID=ab99342f-5d1a-413d-8319-81da479ab0d7)
  + Internet Information Services 7 , with ASP.NET Feature enabled
  + [Windows Azure SDK and Tools for Visual Studio (March 2011) version 1.4](http://go.microsoft.com/fwlink/?LinkID=128752)
  + [Microsoft SQL Server 2008 (Express edition or greater)](http://www.microsoft.com/express/Database/InstallOptions.aspx)
  + [Windows Identity Foundation Runtime](http://support.microsoft.com/kb/974405)
  + An HTML 5 capable browser – for example Internet Explorer 9
  + [Adobe Flash Player](http://get.adobe.com/flashplayer/)

## Learning more about the Windows Azure Platform

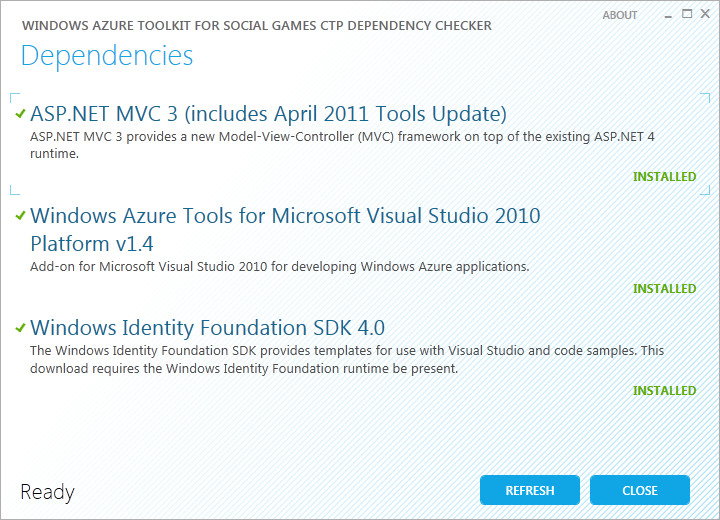
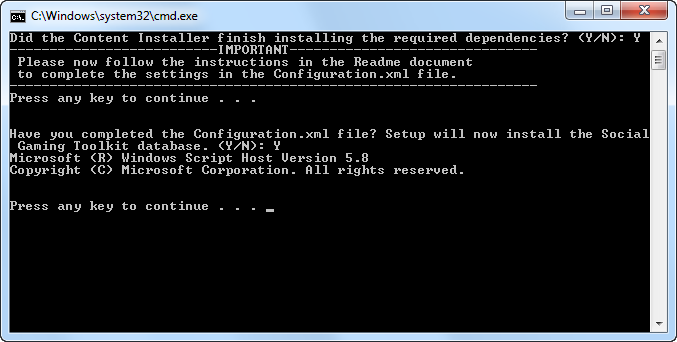
To learn more about the Windows Azure Platform and AppFabric check these resources:

* + Complete the Hands-On Labs in the Windows Azure Platform Training Course online on [MSDN](http://go.microsoft.com/fwlink/?LinkID=207018).
  + Learn how to build applications with the Windows Azure Platform Training Kit you can [Download Here](http://go.microsoft.com/fwlink/?LinkID=130354).

Get Started

To get started with the Windows Azure Toolkit for Social Games you can run it locally using the Windows Azure compute emulator and your local SQL Server.

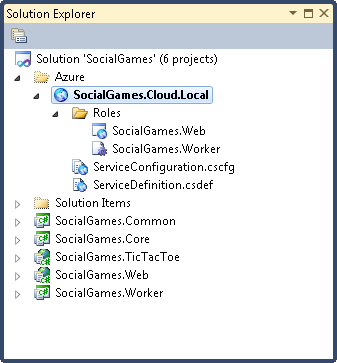
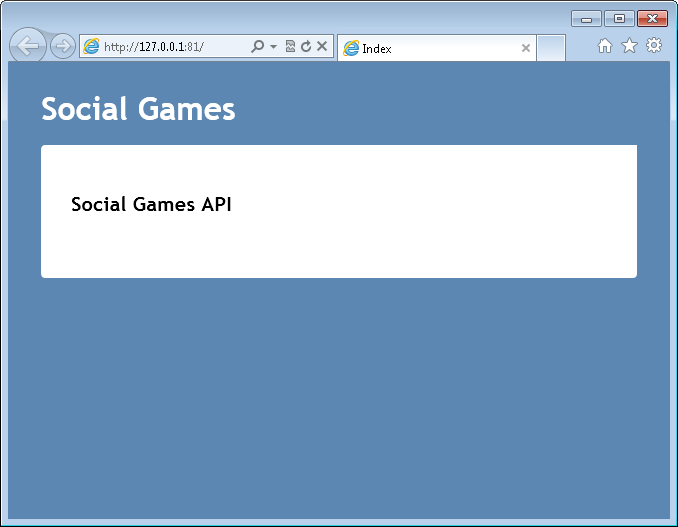
**Running the Setup**

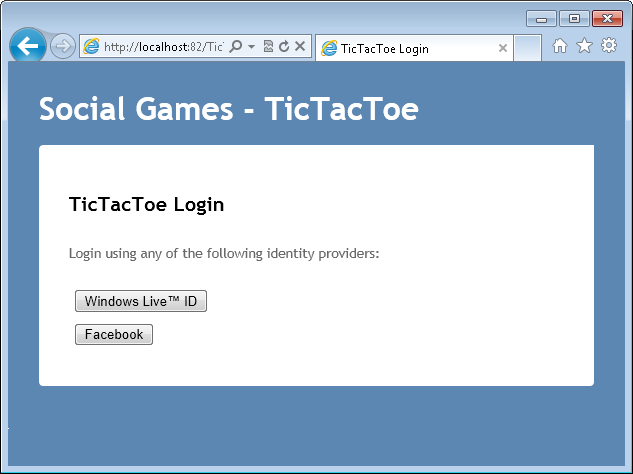
* 1. Run the **Setup.cmd** command script located in the root folder where you extracted the sample package. Notice that this script requires administrator privileges.
  2. This script will launch the Content Installer. The Content Installer is designed to check your system to ensure that it is properly configured with all of the dependencies to build and use the sample.
  3. The next step involves checking your machine for the required software and configuration. If you don’t have the required configuration or dependencies, then in some of the cases you will be provided with a link to download them, in other cases the Web Platform Installer will install them. After installing a missing prerequisite, click **Refresh** to initiate the detection process again. Once the detection process is complete and you have verified every prerequisite, click **Close** to proceed.
     1. 
     2. Figure 1
     3. Checking Dependencies
  4. The next step involves switching to the console window to confirm the Content Installer was executed and all the dependencies are installed. Next, a setup script will be executed to configure the connection strings.
     1. 
     2. Figure 2
     3. Setup scripts

The setup scripts will configure the sample to use the local Windows Azure Storage emulator. If you want to use a storage account, you can configure the account name and account key of the **WindowsAzureStorage** setting, in the Configuration.xml file, located under the root folder of this package, with Visual Studio.

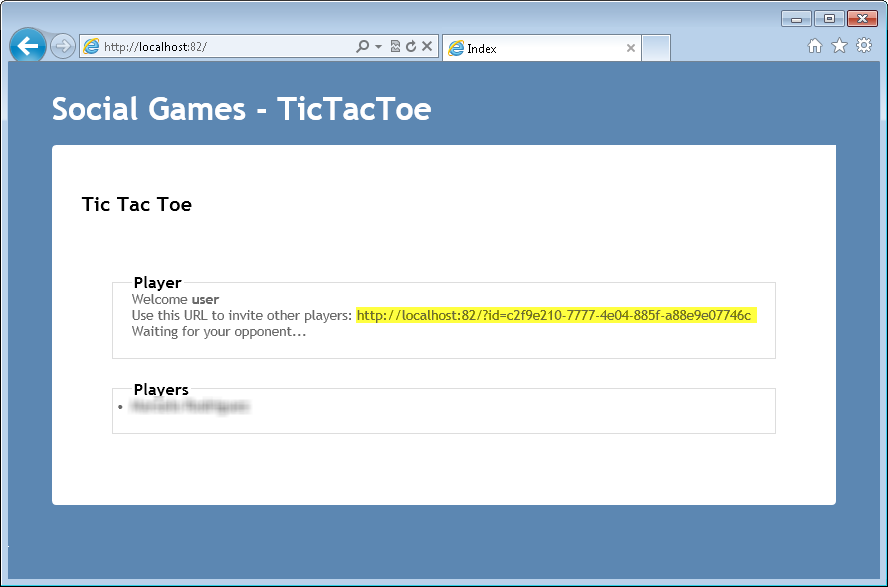
1. After changing the settings please run the setup again.
   * 1. XML
     2. <Configuration>
     3. <WindowsAzureStorage>
     4. <!-- use empty values for local storage emulator -->
     5. <AccountName></AccountName>
     6. <AccountKey></AccountKey>
     7. </WindowsAzureStorage>
     8. </Configuration>

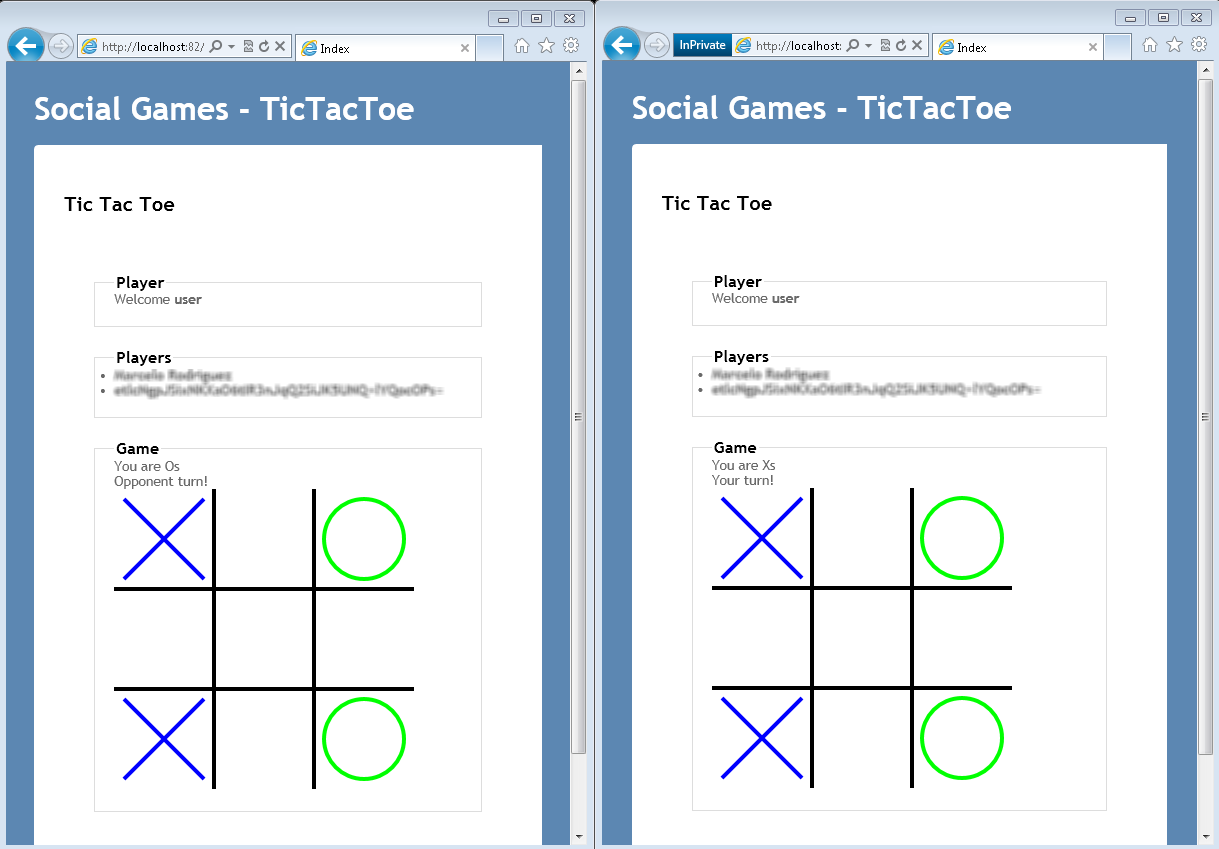
**Running the Sample**

* 1. Open Visual Studio as administrator from **Start** | **All Programs** | **Microsoft Visual Studio 2010** by right clicking the Microsoft Visual Studio 2010 shortcut and choosing **Run as administrator**.
  2. Using Visual Studio, open the **SocialGames.sln** solution located under the **code** folder of this sample.
  3. Make sure that the **SocialGames.Cloud.Local** project is selected as the StartUp project (shown in **bold**).
     1. 
     2. Figure 3
     3. The SocialGames solution
  4. Press **CTRL+F5** to build and deploy the application to the compute emulator. Your default Web browser should open pointing to <http://127.0.0.1:81/> and showing the Social Games home page.
     1. **Note:** By default, the application is configured to use port 81, so you should make sure this port is free before running the application.
     2. 
     3. Figure 4
     4. Social Games API home page
  5. In **Solution Explorer**, right-click the **SocialGames.TicTacToe** project and click on **Debug -> Start New Instance**. Another browser should open pointing to to <http://localhost:82/> and showing the TicTacToe login page.
  6. Login with Windows Live Id or Facebook:



* + 1. Figure 7
    2. Login page
    3. **Note:** This sample uses a pre-configured AppFabric Access Control Service for managing user identity and access control. If you have a Windows Azure account and you want to use your own service you can do so, by updating the settings in the Web.config file of the SocialGames.Web project and the ServiceConfiguration.cscfg file in SocialGames.Cloud.Local.
  1. The browser is redirected to the invite page. Copy the invite url provided in the screen.



* + 1. Figure 7
    2. Invite page
  1. Open another browser window using InPrivate mode (Ctrl+Shift+P in Internet Explorer) and browse to the invite url. Login using a different account. Wait until the board is displayed and start playing in turns with the two different windows.
     1. 
     2. Figure 7
     3. Online multiplayer game