## For build the server:

- 1. cd TAG-Game
- 2. cd APPCODE
- 3. cd www
- 4. **node app.js** (if appear error due to lack of module, then 'npm install socket.io --save'/'npm install rxjs --save'/'npm install express --save')
- 5. When the terminal showed 'server started', the server start. At this time, wen can use the app. The status as follow are regular.

If one IP connection created multiple players, it might that the finger touched the role selection button many times by mistake or network delay. If this happens, I suppose restarting the server and the app is a better solution.

## **Connect the App with server**

1. Enter the app page as follow:



The first step is to enter the IP address. Note that this address is the IPV4 address of the computer which is running the server. And the phones running this game need to be on the same network as the computer. For example, they're all connected to the same WIFI.

Once entered the IP address, just click 'Submit' to connect to the server. At this point, the server will appear the phone's IP address, which means that the connection has been made. This is correct only once.

Then select a character, again by clicking on the character name. Again, it only takes one click. All the clicks may be delay because of network.

- 2. This game are only for three players for one round at this time. If the player number is smaller than 3, the game can not be started. The page will be shown as pic(i). If the number of player is exactly 3, the page will be shown as pic(ii). And all the "magic function" occurs when exactly overlap of two blocks.
- 3. After one minutes, one round game will be end. Players clicked the 'got it' button to back to the home page.



