

# Torn.Space – Setup Guide

This guide explains how to set up the game **Torn.Space** both locally (for development or solo play) and online (for public hosting on a server).

## 1. Local Setup (Windows)

### Prerequisites

- Node.js (v14 or higher)
- MongoDB (Community Server)
- Python 3

### Installation Steps

Install Python Dependencies:

```
pip install -r requirements.txt
```

Install Node.js Dependencies:

```
npm install
```

Setup Client File:

```
copy client/index.html.template client/index.html
```

### Running the Game

Terminal 1 – Account Server:

```
python account/account_server.py
```

Terminal 2 – Game Server:

```
node --use_strict app.js 7300 dev  
(Make sure MongoDB is running)
```

Terminal 3 – Client Server:

```
npm run dev:serve
```

**How to Play:** Open your browser and go to <http://localhost:7301>

## 2. Online Deployment (Linux / VPS)

### Server Prerequisites

```
sudo apt update  
sudo apt install nodejs npm mongodb python3 python3-pip nginx git  
pip3 install -r requirements.txt
```

### Deployment Steps

Clone the Repository:

```
git clone https://github.com/YourUsername/Torn-master.git  
cd Torn-master
```

### Install & Build:

```
npm ci
npm run build
```

### Process Manager (PM2):

```
npm install -g pm2
pm2 start account/account_server.py --interpreter python3 --name "torn-account"
pm2 start app.js --name "torn-game" -- 7300 prod
pm2 save
```

### Nginx Configuration:

```
server {
    listen 80;
    server_name your-domain.com;

    root /path/to/Torn-master/client;
    index index.html;

    location / {
        try_files $uri $uri/ =404;
    }

    location /socket.io/ {
        proxy_pass http://localhost:7300;
        proxy_http_version 1.1;
        proxy_set_header Upgrade $http_upgrade;
        proxy_set_header Connection "upgrade";
        proxy_set_header Host $host;
    }

    location /api/ {
        proxy_pass http://localhost:8080;
    }
}
```

### Restart Nginx:

```
sudo systemctl restart nginx
```

**Verify:** Visit <http://your-domain.com> in your browser.