

There are many ways to run a server, I am opting for the local server option using XAMPP (one of many, not integral to our project, just an easy way to do it)

How to install XAMPP:

- 1) Go to the project folder's installation folder
- 2) Choose the XAMPP marked with the type of PC you are using (if using Windows, run the XAMPP installer marked with "_WINDOWS")
- 3) When the setup is opened, click next
- 4) Select components (you do not need more than server->Apache, but there is no harm installing more)
- 5) Select a folder, it doesn't matter where you install it, default C:/XAMPP works
- 6) Click next->next->next until you see the files are installing.
- 7) Wait for it to finish, if you get a prompt to allow Apache, click yes.

How to use XAMPP:

- 1) Run the XAMPP control panel (your_XAMPP_install_folder/xampp-control.exe)
- 2) Near the middle/right, there will be four button columns, click on the start button for Apache
- 3) You are now running an Apache server

How to run the game:

- 1) Install XAMPP
- 2) Run an Apache Server
- 3) Go to the project source folder and extract the folder to (your_XAMPP_install_folder/htdocs)
- 4) Open your web browser and type in localhost/project_sources_and_assets/index.html
- 5) You will now be running the game.

This game runs phaser 3.80.1, and we have a local install of it.

All code was developed using Notepad++, but feel free to use an editor of your choice.

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