

Hardware / Software Requirements

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Software

1. A way to host a local server to run the application. I personally recommended the “Live Server” extension available on VS Code. There are other ways that a local server can be hosted but I cannot guarantee their effectiveness
2. A fairly recent JavaScript compatible browser. I personally recommend using the most recent version of google chrome. Most modern web browsers are javascript or chromium based, any of these should be compatible but I cannot guarantee their effectiveness.
3. The OS just needs to be able to run the desired web browser. I personally recommended the most recent version of macOS. Any other modern OS should be sufficient but I cannot guarantee their effectiveness.

Hardware

Input

1. A screen, any modern computer screen will be fine. I personally recommend the MacBook Air as the application was developed on a MacBook Air. Different sized screens may affect the position of elements on the screen.
2. Mouse or equivalent input device that is capable of moving the cursor and right clicking.
3. Keyboard or equivalent input device capable of input keystrokes of the up, down, left, right, space bar, w, a, s, d keys.

System Hardware

1. Processor: 1.6 GHz or faster (Intel or AMD).
2. Memory (RAM): At least 4GB, 8GB to be on the safe side.
3. Storage: at least 500MB free disk space, 1GB to be on the safe side.
4. Internet connection not required for the application.