INSTRUCTIONS

Resources (Documentation and other links)

- The final documentation can be found under the following path: Construccion-de-software/Documentation/Final documentation
- The instructions to run the project can be found under the following path: Construccion-de-software/Documentation/Instructions
- The game design document can be found under the following path: Construccion-de-software/Documentation/GameDesign.md
- A one pager document can be found under the following path: Construccion-de-software/Documentation/one-page-PAS.pdf
- SCRUM meetings documentation can be found under the path: Construccion-de-software/Documentation/SCRUM Documentation
- Additionally, the SCRUM documentation can be found here: https://www.notion.so/Documentaci-n-Party-of-the-drumancer-0273914c292549298ddc3217197c1b4c
- SCRUM board - https://trello.com/b/UmyvtmKg
- Use cases UML diagram - https://drive.google.com/file/d/1fw1fh4GsFW3W6OVMM372a9XNNlQvyU_8/view?usp=sharing

Installation

Clone or fork this repository and install node, mysql, react and npm in your computer.

Usage

1. Run the PAS_drummancer_DB.sql mysql script, under the path: Construccion-de-software/db-module/PAS_drummancer_DB.sql
2. This will create the database in your computer.
3. Go to the following path: Construccion-de-software/web-module/dataAcquisition/back/
4. Create a .env file in the directory. There is a .env example and readme file to help you do this.
5. Run the following commands in the directory:

```
npm install
npm run dev
```

6. These commands will run the API in your computer.
7. Go to the following path: Construccion-de-software/web-module/game-web-page/
8. Run the following commands:

```
npm install
npm run start
```

9. These commands will run the webpage in which you can play the game.
10. (Optional) Go to the following path: Construccion-de-software/web-module/dataAcquisition/front/
11. Run the following commands:

```
npm install
npm run start
```

12. These commands will open the admin. webpage for the game.