Install Chrome

You need Chrome or Chromium running on a desktop.

- On Ubuntu:

  ```
  apt install chromium-browser
  ```

You need Chrome running on an Android.

- Either install Chrome from APK Mirror;
- or install Chrome from the Play Store, which requires a Google account.

Option #1: Glitch

You can use **Glitch** to code a mobile game, without installing anything.

Open our you-win template, **remix** it, and start coding immediately!

Option #2: Node.js

If you prefer, you can **install** `you-win` to your computer.

1 **Install Node.js**, which includes NPM.

   On **Ubuntu**, run the following in a Terminal:

   ```
   curl -sL https://deb.nodesource.com/setup_8.x | sudo -E bash -
   sudo apt-get install -y nodejs
   sudo apt-get install -y build-essential
   ```

2 **Install** `you-win` globally.

Run the following in your shell (**Command Prompt** on Windows, **Terminal** on macOS/Linux):

```
npm install -g you-win
```

3 **Start a new project!**

In your shell, use the `cd` command to move into your Documents folder.

```
cd Documents
```

Run the `you-win` command to make a new project:

```
you-win first.js
```

This will create a new game from the `you-win` template, which should save you a bit of typing.

Now open the `first.js` file you just created in your favourite text editor. Text editors include **Gedit** (Ubuntu only), **VSCode**, **Brackets**, or **Sublime Text**.

The template should look like this:

```
import * as UW from 'you-win'
import {forever, Phone, World, Sprite, Text, Polygon, Rect,
Sound} from 'you-win'

// var phone = new Phone

UW.init({
})
.then(() => {

    var world = new World
    world.title = ''
    world.background = 'white'

    // ...

})
```

To run your game:

- Open http://localhost:8000 in Chrome on your computer.
- In your Terminal, you should see a web address output to the console, eg `http://192.168.1.10:8000/`. Open that address on your Android.

Remote Debugging

You need an Android running 4.2 or later (e.g. a Galaxy S3 or newer).

1. In Settings on your Android, find "About phone", and tap **Build number** seven times to enable Developer Options.
2. Go back, and open Developer Options. Enable **USB Debugging**.
3. On your desktop, in Chrome or Chromium, open DevTools (`Ctrl+Shift+J`; or ⌥⌘J on Mac). Go to **More Tools → Remote devices**. Make sure **Discover USB Devices** is ticked.
4. Connect your Android to your computer, using a microUSB cable. Select **Allow USB Debugging** on the prompt that appears.
5. On your computer, find the `you-win` tab on your phone, and click **Inspect**.

Now you can see a preview of your phone on the computer–but more importantly, you can see any error messages which appear!

Read Google's Remote Debugging article for more details.