1. Want to make it a real online game that different users can join from different computers
2. Make it a simple client server game and use my pc as server
3. Keep all functions, format, rule of existing game as they are excellent
4. Before changing the game to real online, break down the existing game into essential component like game rule, format, etc and will insert them back once tested the online functionality
5. No need create game room but only 1. Must have 4 players joined to play. The first one joining (me) is always the host.
6. Make the connection as simple as possible.
7. Mark all comments in the script that need to insert the game details later
8. As existing game size is too big, build a simple game to test connectivity first. And provide the script of each existing game component that to be inserted later.

Before making changes, please ask all questions if any and clarify all options and issues.

would like to check the game logic. Pls answer instead of generating code.

At current game, For each round, the first player to bid is last trick’s winner? What’s the logic of first bid player and first place card player? They should be the same. I want the logic be like: for 1st round, randomly assign the first one (say A) to bid. Then 2nd round should be player b, 3rd round is player c, 4th is player d, 5the is back to player a and so on. It seems that the first place player is following this logic?

For 2nd trick onwards, the logic is unchanged, i.e the last winner of last trick. Is it make sense?

Please replace the “winning” sound of each trick to some sound not too alarming

Could you advise which lines to be changed instead of regenerating the whole program? Please make it easier to amend say include which program lines to amend

**Step 4: Start the Server**

In your folder, run:

cd C:\Users\chujo\Documents\KC Bridge Online v4

**node server.js**

http://localhost:3000

<http://192.168.1.241:3000>

**Step 1: Make Changes on Your Computer**

* **Edit your files** (server.js, HTML, CSS, etc.)
* **Test locally** if you want: **node server.js**
* then check http://localhost:3000

**Step 2: Push Changes to GitHub**

bash

git add .

git commit -m "Updated game features"

git push origin main

**Step 3: Deploy on Render**

1. **Go to:** <https://dashboard.render.com>
2. **Click your "kc-bridge-online" service**
3. **Click "Manual Deploy"** (or "Deploy latest commit")
4. **Wait 2-3 minutes for deployment**
5. **Your live game updates automatically!**

https://kcb7.onrender.com/