

Repository:

<https://github.com/costad3atwit/SoftwareEngineering.git>

1. Install Prerequisites

→ Required

- ◆ Python 3.10 or newer
- ◆ Git

2. Check Python:

→ Open a terminal and run:

```
python3 --version
```

→ If Python is missing, download from:

- ◆ <https://www.python.org/downloads/>

3. Clone the Repository

→ Run in terminal:

```
git clone https://github.com/costad3atwit/SoftwareEngineering.git  
cd SoftwareEngineering
```

4. Create a Virtual Environment (Recommended)

→ Mac / Linux:

```
python3 -m venv venv  
source venv/bin/activate
```

→ Windows (PowerShell):

```
python -m venv venv  
venv\Scripts\activate
```

5. Install Dependencies

→ Install all required packages:

```
pip install -r requirements.txt
```

6. Run the Backend

→ The backend entry point is:

```
python -m backend.main
```

→ The server should start and show something like:

Uvicorn running at <http://0.0.0.0:8000>

→ Then use this link on a browser(replace localhost number with number that is given):

http://localhost:8000/frontend/pages/html/main_menu.html

7. Alternative

→ Run locally on Windows using the ArcaneChess.exe file

- ◆ cd SoftwareEngineering
- ◆ .\ArcaneChess.exe
- ◆ open http://localhost:8000/frontend/pages/html/main_menu.html

→ Or use this link directly if any issues arise:

- ◆ https://arcane-chess.onrender.com/frontend/pages/html/main_menu.html