Setting up game:

All the files are contained inside the GitHub repository. You need to make sure all the dependencies are working; they should be as they are inside the repository inside the folder *node\_modules.* To test this fork and clone the project for Git, then using terminal navigate to the folder *Web Game Project (wherever you cloned too -> WebProgrammingCW -> Web Game Project).* Once inside this directory on terminal type node login.js, you should then in terminal get the message “server started” if everything is working. Inside your browser of choice go to <http://localhost:2000/>.

Reason for it not working:

1. If you get errors relating to not having certain dependencies e.g like express -While still in side Web Game Project use “npm install <dependencie>” this should install the most up to date version.
2. You will need to set up Mysql and the accounts database. Install mysql from their website as well as an editor to use, for example mysql workbench. Once that is set up create a Database called “WebProgramming” and table “Accounts”. There is a sql file in Web game design to create accounts.