

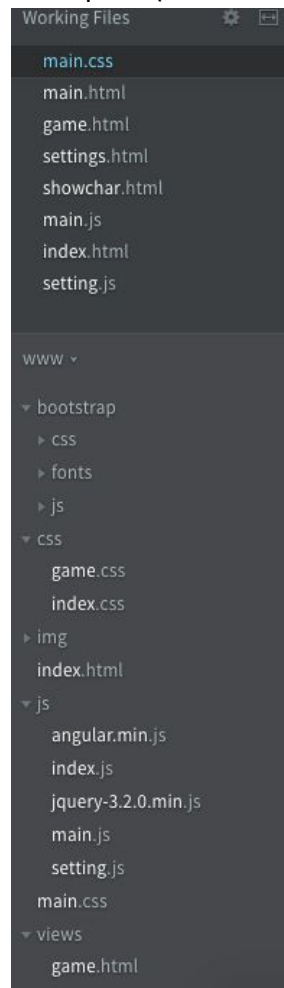
## How to run werewolf

### Software needed

- Brackets.io or XAMPP
- Google Chrome

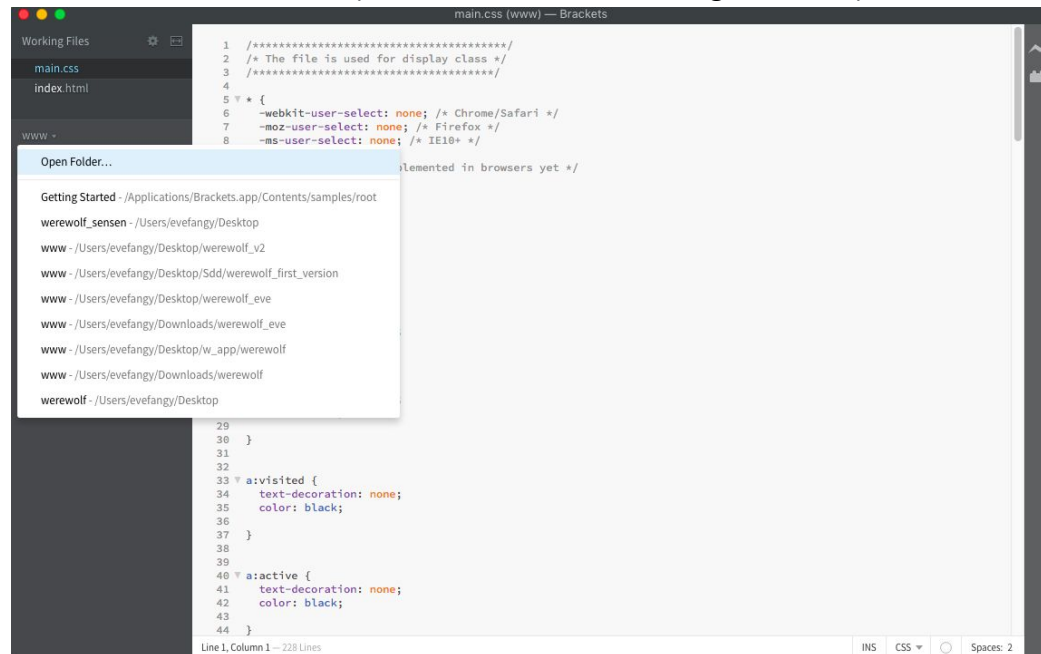
### Procedure for setup

1. The entire project can be downloaded from github  
<https://github.com/evefangy/werewolf/tree/master/www>
2. The code needs to be run on a local server, we recommend users to use XAMPP or brackets.io to set up and access local server
3. Here's the instruction for using brackets.io to run our app
  1. Download Brackets <http://brackets.io/>
  2. Right click on index.html to open the file with Brackets
  3. It should direct you to a window with all source code files shown on the left workspace (left side of the window) as shown below.



4. If the files don't show up, you may need to manually change the folder path to the correct one. The folder path can be changed by selecting the dropdown

arrow for the folder name (like “www” shown in the figure below).

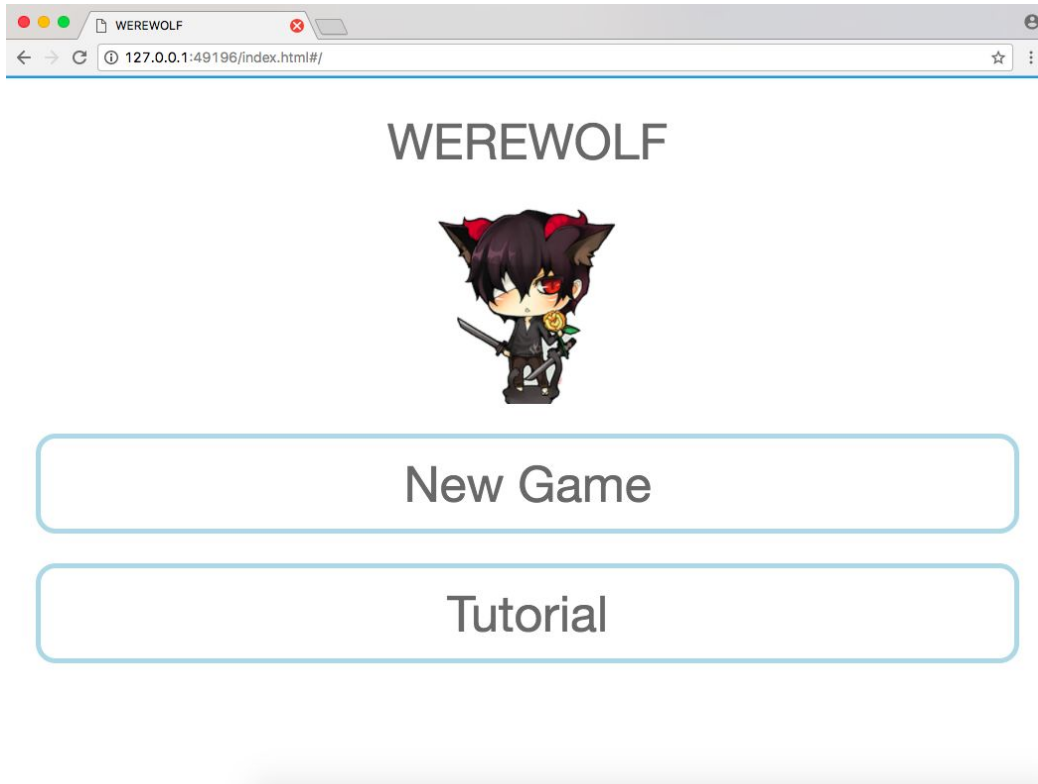


Click on open folder... to select correct directory.

5. Redirect to index.html page by double clicking on the file listed on the left workspace if the file is not open.
6. The werewolf simulation can be run by clicking the lightning symbol on the right side of the window. Brackets will launch Chrome to run simulation so make sure that you have chrome installed.



4. If you see a welcome page looks like this, you are good to go



## Frequent Asked Questions

1. I followed the instruction to setup werewolf but welcome page won't show up.
  - a. Check if you are at index.html before clicking the lightning sign.
  - b. Check if you are in the correct folder (step 3.4 of how to run werewolf)
2. I want to restart the game but the page didn't change when I refresh the page
  - a. Delete the URL all the way up to in front of # sign  
e.g. `http://127.0.0.1: 11111/index.html`
3. Where can I see the game process?
  - a. Open console from developer tools and console will output the game process (including player identities)