1. How to prepare the server

- To be able to connect the clients (the game instances) to the server, the server needs to be running on a computer that is connected to the same network as the clients.
- This connection can be done through a local network (the clients and the server are connected in a LAN or WLAN Network) or through the internet (the server has a public IP address that can be reached through the internet).
- Normally, if the server and the clients are in the same WLAN or LAN they can reach each other without any additional configuration. Private company networks normally allow this communication.
- The server can be executed in every operating system.
- The server needs to have Node.js installed. You can download it from the official website: https://nodejs.org/en/download/. The server can be executed with Node.js 20 or higher.

2. How to run the server

- Download the server files and place them anywhere on the server computer.
- Place yourself in the server folder and open a terminal in that folder. You can do this by right-clicking in the folder and selecting the option "Open terminal here" if you are in a GUI environment or moving through the folders in a CLI environment.
- Once you have the terminal open in the server folder, execute the following command: ***npm start***. This command will install all the dependencies needed and will run the server.
- To close the server you only need to focus on the terminal window and press ***Ctrl + C***.
- To ensure optimal server conditions for each test, it is recommended to restart the server. To do this, simply close the server and run the ***npm start*** command again.