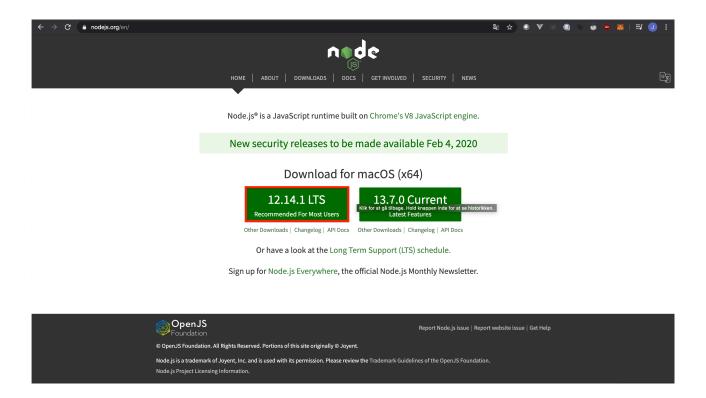# How to run the Blue Cloud Mirror game.

Prerequisites.

If you don't already have Node installed, go to https://nodejs.org/en/ and click on the button which says LTS. A download should begin. After the download is finished, install the program on your machine.

How to run

On windows

Open up the folder and double-click on the file named "runGame.bat". After a couple of minutes you should be able to go to your browser on http://localhost:8080 and view the page.

On OSX

Open up a terminal inside the folder where the files are placed. Then in your terminal write: *"sh runGame.sh"* After a couple of minutes you should be able to go to your browser on http://localhost:8080 and view the page.

Welcome to our #BlueCloudMirror game

Show five **emotions** and five **poses** in **two levels**. The **faster, the better**.

Start game

Explore the architecture of #BlueCloudMirror

Serverless

- Automated scale up and to zero
- Event driven code
- Stateless compute

Core game

Implemented as serverless web application, since ...
- Automated scale up and to zero
- Event driven code
- Stateless compute

Technologies

- Vue.js
- TensorFlow.js
- IBM Cloud Functions based on Apache OpenWhisk

Kubernetes

- Container orchestration framework
- Production-grade open source project
- Portable workloads

Users service

Implemented via on-premises Kubernetes environments to ...
- Avoid storing personal data in a public cloud
- Allow the service to be moved easily on other environments
- Allow the service to be moved easily on other environments

Technologies

- IBM Cloud Private
- Other Kubernetes environments like Minikube
- IBM Secure Gateway

Cloud Foundry

- Speed and simplify development
- Source project for

Scores service

Scores service and web application Implemented via Cloud Foundry to ...
- Allow quick theme updates to

Technologies

- IBM's Cloud Foundry Enterprise Environment
- Vue.js