

1. *npm install rxjs* should be used to download rxjs. It should be download in MyApplication/www as there is a package.json.
2. app.js is a server file which is located in MyApplication/www/app.js, and sketch.js is a client file. Hence, you need to run *node app.js* in MyApplication/www.
3. Run *cordova emulate android* or *cordova emulate ios* in MyApplication.
4. If you run the game by the emulator, you should enter your IP address before starting. If you do not use the emulator, you can skip this part. This part is only applicable when running by the emulator.



5. APK file is in MyApplication/platforms/android/app/build/outputs/apk/debug/app-debug.apk.
6. If you want to run by directly entering the link on the search bar by either your device or other devices, you should enter a link on the search bar like [http://\[your IP address\]:2000/www/](http://[your IP address]:2000/www/) (e.g. <http://192.168.0.31:2000/www/>). When you do not run by the emulator, you don't need to enter the IP address unlike the screenshots above. You just need to enter a link on the search bar like the example above, then touch the screen to start the game.

Diagram for getting slower & faster

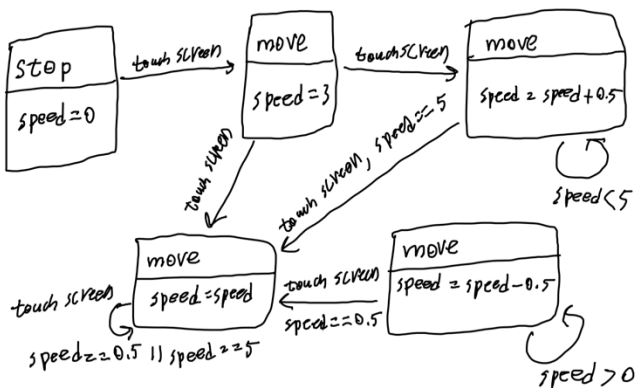


Diagram for getting smaller & bigger

