# Avocado Shooter Documentation

## Avocado team members:

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## Project purpose

Our project is a simple multiplayer shooter. It’s purpose is for fun. We use node.js and websockets for the server side, jQuery and Canvas for client side and QUnit for unit testing.

## SVN

<https://code.google.com/p/avocado-shooter/>

## Instructions for local playing

1. Go to “\avocado-shooter\Avocado-Shooter\Server” directory and right click while holding “shift” button. Type in the command-prompt: “node serverStart.js”.  
   note: you must have installed node.js on the host machine - <http://nodejs.org/>
2. Go to “avocado-shooter\Avocado-Shooter\Client” directory and open file “index.html”

## Avocado Shooter Class Diagram

