Color Game

# Instructions to Setup

This heading explains the necessary steps & the prerequisites for the *Color Game*. Steps given below are with respect to Windows 7 or 8 operating system.

## Prerequisites:

* .Net framework 4.5
* Silverlight 5.0.
* Database: - MySql & MySql database management studio v.5+. However, Application will still run if database is not available it will show dummy results.
* IIS 7.5: - For hosting WCF service and Silverlight application.
* VS 2012 or VS 2013

## Setup MySql:

* Open My Sql workbench studio or any other My Sql Management Studio and Run “**SqlScript.sql**”. *Note:* ***Color Game*** *app will still work without having* ***MySql*** *database. At the end of the game, user will be provided with a choice to use database. MySql can be downloaded and installed by visiting* [*http://www.mysql.com/*](http://www.mysql.com/) *.*

## Host WCF service:

* Open IIS manager. It can be opened by pressing “windows + R” key or by typing “inetmgr” in windows start search and then entering “inetmgr” command.
* Right click on “Default Web Site” and select “Add Application”.
* Set alias name as “Service”.
* Set physical path to “(downloaded directory)\memory-game\Source\code\GameService.Wcf”. Downloaded directory refers to the location on computer where source code is downloaded.
* Set the App pool as “Default App Pool” with v 4.0. This is by default. In case if it is on v 2.0 it can be set to v 4.0 from Application Pools page.
* Hit Save.

## Host Color Game:

* Host Release folder in IIS.
* Open IIS manager. It can be opened by pressing “windows + R” key or by typing “inetmgr” in windows start search and then entering “inetmgr” command.
* Right click on “Default Web Site” and select “Add Application”.
* Set alias name as “ColorGame”.
* Set physical path to “(downloaded directory)\memory-game\Source\code\ColorGame.SL.Web”. Downloaded directory refers to the location on computer where source code is downloaded.
* Set the App pool as “Default App Pool” with v 4.0. This is by default. In case if it is on v 2.0 it can be set to v 4.0 from Application Pools page.
* Hit Save.
* Enjoy the game by entering this URL “localhost/ColorGame/ColorGame.SLTestPage.aspx” in your web browser.