Electron - User Manual

The electron project runs within a node js server wrapper which is launched from a terminal or a node instance so in order to see game engine running the first step is to install and run node.

Getting Node:

First head to https://nodejs.org/en/ to download the installer for your system which should install with no need for intervention or installation of other prerequisites.

Once installed, to test node has been successfully installed run the **node** command with the argument **-v** to test the version number is outputted, confirming a proper installation.

Running the Engine Wrapper

In order to execute the node server hosting the engine and game files navigate to the root directory of the folder containing the code base and execute the command **node** again however this time provide the argument **server.js** which holds the main server file for execution.

If done correctly the node server should output the message '**Server Running…**' which means the server is up and running. From here simply navigate to a web browser and enter the web address **'localhost:3000'** which will request the home page from the server, this will prompt some message to appear in the terminal confirming a connection was established. **nb** A new security measure has been added to chrome whereby sound must be allowed before playing (hence the dialog).

included in the project are both executables for mac and windows that launch the server if need be, though using the terminal guarantees the server will launch correctly