**POPCAKE LEGEND DEPLOYMENT INSTRUCTIONS**

**Set-up**

For running the PopcakeLegend source in another server, make sure the following items are ready.

1. Database tables are ready
2. Database settings data should be populated
3. Webserver is ready
4. Modules are updated
5. **Database Tables**

The game was design to use MySQL Database and accessed thru PDO (PHP Data Object).

Please create the following database tables with the exact column name, data type and default value, please also observed the keys of each table.

(Refer to file database\_tables.xlsx for Database table definitions).

1. **Database settings data should be populated**

Some data such as level settings and pricing are being loaded from the database, for this, default values should be populated for the following tables: level\_settings, price\_settings and general\_settings.

For the default values, please load the data specified in the folder “db\_default\_values” included in this package.

Depending on the Database tool being used, the files can be imported automatically using the Database import tool.

1. **Webserver**

The webserver to be deployed must support the following modules

1. HTTPS/SSL must be activated
2. PHP with PDO and CURL support.
3. **Modules are updated**

Some modules needed to be modified to point to the server it is deployed.

Open the file php/pdomysql\_ex.php, and go to the function PDOMySQL\_Init().

1. Set the variable $live\_server to **true**.
2. Input the correct values for the following variables:
   1. $username – database user name
   2. $password – database password
   3. $server – the IP address or hostname of the Server. If the game is deployed on the same server as the Database, then “localhost” is enough.

In index.php, modified ‘hostURL’ variable to point to hosting address, this should be similar to what has been set in facebook, ex: <https://popcakelegend.herokuapp.com/>

Note: Always ends the URL with “/”

**Deployment**

1. **Source Deployment**

To deploy the game on the webserver, unzip the file and copy the content to the desired folder in the webserver root. Example: www/popcakelegend folder.

1. **Facebook Deployment**

Once the source is deployed to the webserver, we just need to follow standard facebook deployment procedure.

Go to developers.facebook.com and set the settings for PopcakeLegend URL to the correct URL. And click “Save Changes”.



