

# Pong

## Homework 7 for CMU 15-237 Mobile Web Apps

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**Task:** Create a 3-client version of pong. One display, two remote controllers.

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### Instructions

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1. `npm install` (having the package.json file takes care of what to install)
2. **IMPORTANT:** In `public/javascripts/main.js`, replace the IP address with your address on your local network. This tells the client what socket server to connect to.
3. `node app.js` to start the server (socket and web server are magically combined)
4. Go to `http://localhost:3000` for the main page
5. Click "Client" if you want to log in as a user, otherwise click "Display" to display the game
6. If you click client, you can log in as one of the following users:

```
var users = [  
  { id: 1, username: 'bob', password: 'secret' },  
  { id: 2, username: 'joe', password: 'secret' }  
];"
```

bob is the left paddle, joe is the right paddle

7. Play!