Prerequisites

Browser: Google Chrome Version 80.0.3987.163 (Official Build) (64-bit)

Necessary programs (version):

- npm (6.14.2)
- Node.js (13.6.0)
- yarn (1.22.4)

Installed Libraries:

- Described in the repository project.json:
  - Babel
  - Parcel-bundler
  - Typescript
  - etc.

Environment Setup

OS: Ubuntu 18.04 LTS

Environment Variables:

- CLIENT_ID: given by Osu API authentication
- CLIENT_SECRET: given by Osu API authentication
- SESSION_SECRET: any secret string to be used for session seed
- ATLAS_URI: connection url for atlas mongoDB database

Project Structure

This project uses a mono-repo with two main components: client and server. They are in separate directories in the root, each with their own package.json files and dependencies. The separation was necessary in order to separate the backend code from the frontend code in linting, testing, compiling, and packaging.

The client compiles into static files, which is then served by the server.

Tests

Before Testing

Make sure that the webserver is running for any test to be successful. To start the server, go to the **server** directory found in the project root, then run:

```
> yarn start
```

This should start a local web-server at

```
localhost:4000
```

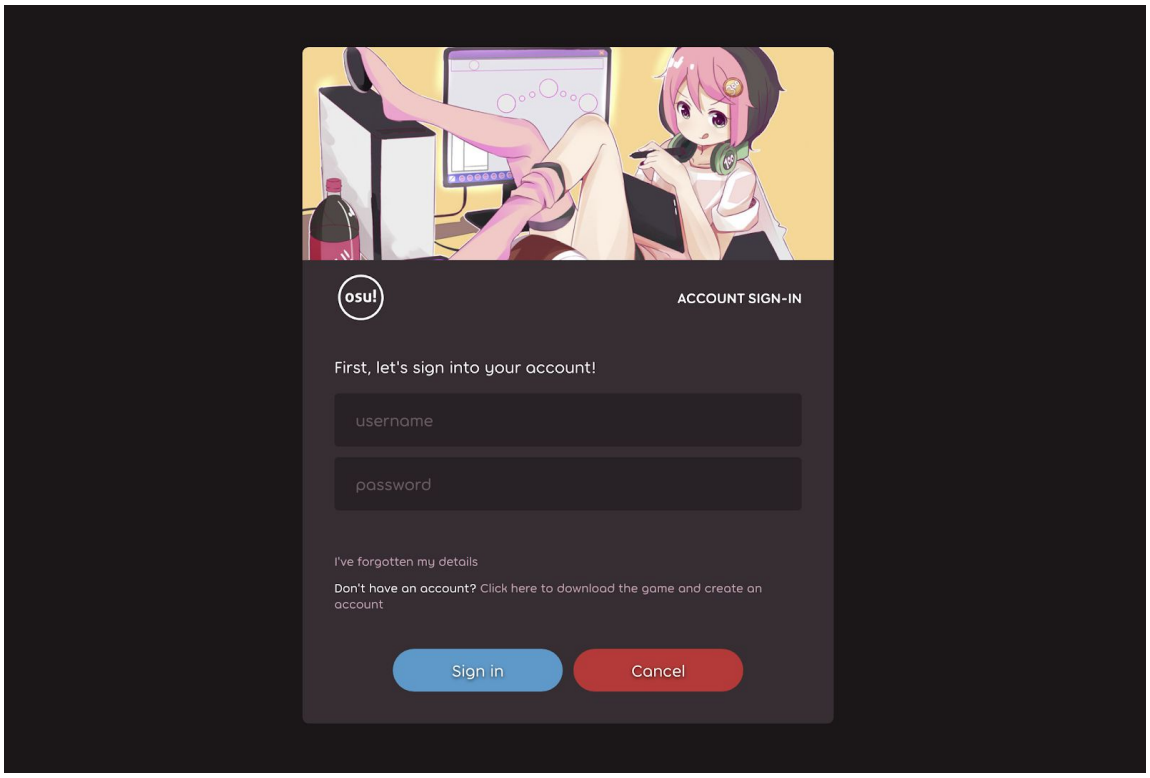
if the port is available. There may be a few seconds of delay as it waits to establish a connection to the mongoDB server.

*** The server MUST be running on localhost:4000 because the Osu API uses Oauth Authorization Flow, which requires a predictable URL to redirect the user. ***

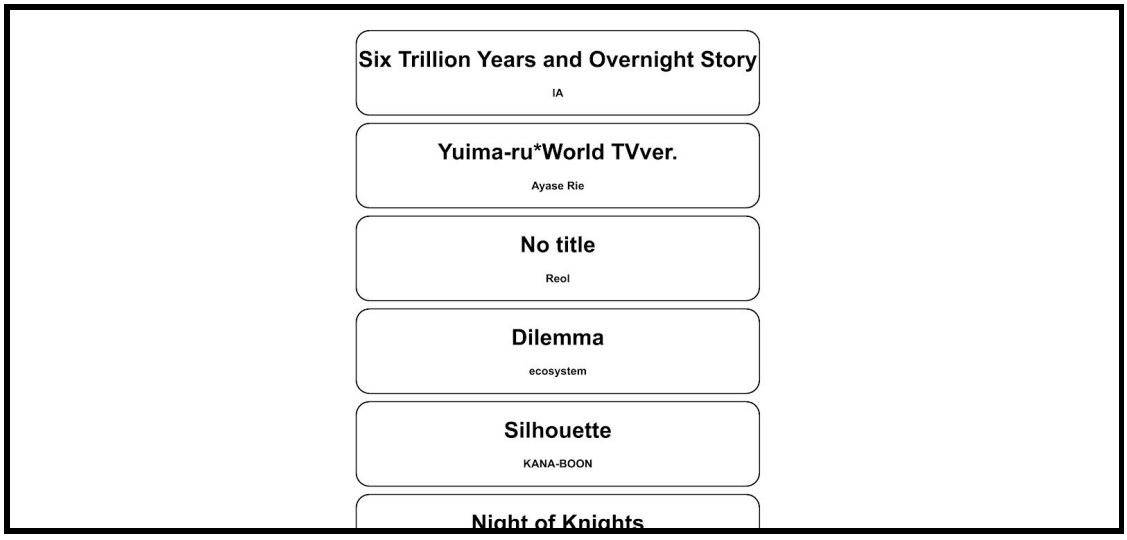
Website Testing

1. **Visit** http://localhost:4000/:
   If this is **NOT** your first time visiting the website, then you may have a cookie in the browser and will need to skip to **step 3**. Otherwise, you will be greeted with this page:

2. **Clicking on the link should redirect you onto the official https://osu.ppy.sh/oauth website for authentication:**



3. **After signing in, you may be asked to check your email for confirmation. After doing so, you will be returned to our homepage http://localhost:4000/. The page should now have your top 10 most played beatmaps:**



4. **Hovering over a song should enlarge it, clicking should turn the box gray and start playing a small sample of the song:**

5. **Clicking once more should take you to a loading/intro screen:**

6. **And clicking inside the box should start the ‘game’ which is not implemented yet. The larger gray circles should approach the circumference of the smaller blue circle. And clicking the darker blue circles should play an audio cue with little to no latency.**