Tinytanks

For the non-hosted version of Tinytanks

A small JavaScript tank game using nodejs.

Run these commands to install required packages and dependencies:

>npm install express --save

>npm install socket.io --save

run using node server:

>node app.js

In a web browser navigate to:

*localhost:2000*

*hosted version of this game is located at:*

[*http://ec2-34-220-138-74.us-west-2.compute.amazonaws.com:2000/*](http://ec2-34-220-138-74.us-west-2.compute.amazonaws.com:2000/)

*\**but the ec2 webserver must be running in order to connect.

use WASD to move:

press enter to send messages in chat – chat messages are visible to connected payers

Press left click to shoot bullets. Each player has 5 lives. Lives are represented as both a red healthbar and a number located under the healthbar.

type ! before a chat message to access server console.

Example:

!socket.id

>*displays your socket.id in chat*

!socket.id=’user1’

>*changes your socketid to user1 so all users now see you as user1*

In the hosted version:

Type /user1 to change your visible name to user1