RUNNING THE SERVER
1. Download and install Node.js https://nodejs.org/en/download/
2. Navigate to "`.../Resources/app`" in the Yoodle application package.
3. Run "`node yoodle-server.min.js`"

GAME SETUP
1. On a single machine, start the server.
2. Launch the Yoodle application on all the machines that will be playing.
3. Enter a username and the IP address of the machine running the server into the modal that displays on launch. These can be changed later by clicking the settings cog button in the top right of the main menu.

Create Game:
From the main menu, click "Create a Game." At the top of the gameplay window will be a 4-letter room code. This unique game code will allow other players to access your Yoodle room and join your game. Prior to starting the game, you can also set the gameplay options, such as word difficulty and round time limits. When all players have joined the room and the game options have been set, click "Start Game" to begin playing Yoodle.

Join Game:
From the main menu, click the game settings modal (cog icon) in the upper right corner and enter the IP Address of the player hosting the game you want to join. Save this setting to return to the main menu and click "Join a Game." When prompted, enter the unique 4-letter room code of the game you want to join, given to you by the creator of that game. Click "Submit", and you will enter the specified game room. When all players have joined the room and are ready to play, any player can click "Start Game" to being playing Yoodle.

GAME RULES
Players: 3+

Gameplay:
1. At game start, a random player is selected as the first artist. The artist's goal is to draw a given word on the canvas so that the other players can guess the word. Only the artist can see the word being drawn, but all other players see the artist's live canvas.
2. The goal of the other players is to type and send guesses as to what's being drawn on the canvas. Players can send as many guesses as they want until the correct word is sent.
3. Words can be skipped at any time by the artist, but each skip results in a 5 second penalty.
4. When the word is guessed correctly, both the artist and the guesser are awarded one point. Then the canvas is cleared, and the artist is immediately given a new word to draw.
5. Players and the artist try to earn as many points as possible during a round. When the countdown timer reaches zero, a new round begins with a different player chosen as the artist. The game ends when all players have been the artist, with the highest scoring player deemed the winner.