**Implementation Plan – Guessing Game REST Service**

* Download the file ‘Guess\_game\_release\_v1.0.zip’ attached to the sent email.
* Go to directory to which the file was downloaded to – ‘Downloads’ is the default.
  + If you’d like to, you may now move ‘Guess\_game\_release\_v1.0.zip’ (should be at the top as it’s the most recently downloaded file) to another directory that you wish to hold it in, such as your documents.
  + It is recommended that you make a folder: your documents/guessgamerestful/releases and move the zip there.
* Right click ‘Guess\_game\_release\_v1.0.zip’.
* Select ‘Extract All’ in the right-click menu.
* On the pop-up menu, ensure the box to the left of ‘Show extracted files when complete’ is unchecked – if it is checked, click it to uncheck it.
  + It is unchecked if there is no tick in it.
* Click the ‘Extract’ button near the bottom right of the menu that has popped up, leaving everything else at the default.
* You can delete the zip now.
* Double click on the ‘Guess\_game\_release\_v1.0’ folder that has been extracted.
* Run your database – this application was tested in XAMPP.
  + Download XAMPP here: <https://www.apachefriends.org/download.html>
* Either run the SQL code in ‘GameDbSchema.sql’ in your database console (this application is tested in XAMPP) or run/import it into your phpMyAdmin.
* Click on the button with the text ‘File’ in it at the top left of the Windows Explorer window.
* Click ‘Open Windows PowerShell’.
* Type or paste “java -jar .\GuessGameRest-1.0-SNAPSHOT.jar” (without quotes) into the PowerShell window that has opened.
* Press enter. The application should run. You can now interact with the REST service with Postman or another application that allows you to send requests; more details can be found in the release notes.