**Project Title:** FRUIT COLLECTOR (game)

**Personal Information:**

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**Project brief:**

A simple video game project where in there are fruits that spawn in the screen for an interval of time and a character or ship that eats or collets these fruits. For each fruit collected or eaten a new node is created and a transaction is done on the ethereum blockchain.

**Known bugs and errors:**

1. the ethereum blockchain goes in to a loop after starting the first transaction, probababily some bug from the code side that I cannot Identify
2. the gas value in the chain doesn’t change as it’s a static value in the program and doen’t dynamically change.

**Steps to start the project:**

1. Get in to the project directory
2. Do npm I –s init
3. Do npm I –s express
4. Do npm I –s web3
5. Do npm I –s cors
6. Start ganache-cli(advanced version of testrpc for ethereum blockchain used to start up a chain and connect to it so that new blocks can be added and new transactions can be done).
7. Now open code and then change the from address to any one of the adressavailabe in the ganache-cli terminal(ganache-chi creates temporary addresses everytime it starts)
8. Do “npm start” so that the game server starts.
9. Then start the game by opening the index.html in firefox
10. Play the game and see if blocks are being created.

**Note: this is just a test game and therefore done on ganache-cli and not the original ethereum blockchain**