CS567 Team 2 Final Project- DiagnoseAndDiscover

Type: Interface with System(A)

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GitHub Repository

Link- https://github.com/vydanasindhu/Sockets

Demo URL

Link- https://drive.google.com/file/d/1V0MpuTQ7WGD07g8CGpw RmvkJPA9FM8I/view

Game URL

Currently we are hosting our game using Replit. The game can be accessed using the link - https://sockets.vydanasindhu.repl.co/

Running the game locally

- 1. Clone the repository using the command
 - a. git clone https://github.com/vydanasindhu/Sockets.git
- 2. To run the code locally, the websocket URL has to be changed. Change the following line:
 - a. const newWs = new WebSocket('wss://sockets.vydanasindhu.repl.co/'); to
 - b. const newWs = new WebSocket('ws://localhost:8080');

In the ../Sockets/client/src/Components folder make the changes in the following files:

- 1. Chat.js
- 2. Discussion.js

- 3. GameContentClue.js
- 4. GameContentGuess.js
- 5. GameDiscussion.js
- 3. Go to the Sockets folder now and run npm install and npm install firebase
- 4. Node.js should be initialized for Backend. So run the command in the socket folder npm init
- 5. Go to the clients folder(cd client) and npm install
- 6. To create a build directory with a production build of the app run the following command in the client folder *npm run build*
- 7. Open two terminals, let one terminal be in Sockets folder and the other in client (cd client from root(Sockets))
- 8. In the Sockets terminal run the command to start the server npm start
- 9. In the client terminal run the command to start the react app npm start
- 10. The app would be running locally and can be accessed via the URL http://localhost:3000/
- 11. Use the same link to open two tabs, one for player 1 and the other for player 2.

Common Issues

- 1. If you are facing any errors install the following and the app will run as required. Run the following commands to install modules:
 - npm install react-scripts --save
 - npm install web-vitals
 - npm install express socket.io
 - npm install socket.io-client
- 2. To run the app on a different port than the default 3000 use the following commands (Change the port number as required):

MacOS/Linux

• PORT=5000 npm start

Windows

• set PORT=5000 && npm start