

## 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](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/>

We are using Replit on a free trial. The above link will be inaccessible from Dec 5<sup>th</sup>. We will be hosting it again using a different account on free trial which would be accessible till Dec 18<sup>th</sup>. We will be providing the updated link on the 5th.

### 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***