

SENG 513

Individual Project Instructions

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Lab 05

This topic is game of Gomoku.

Test on Google Chrome and Firefox

How to run my project:

1. Download the zip file and unzip it.
2. Open the terminal under the directory of 'individual project'.
3. Run the "index.js" by typing the command 'node index.js' in the terminal (if you have already installed the socket io and express).
4. Open the browser like Google Chrome and go to 'localhost:3000' to run and play my project (you can adjust a reasonable size for you to test).
5. For my project,
 - Only the 'save' button can store the username in the cookie (if you do not click it after you changed the name, then it will not be stored.).
 - When a game ends, you just need to close the tab after seeing the result.
6. Thank you for testing and playing my project!

I finish my project on WebStorm and you can also use the inside terminal and type command 'node index.js' if the original terminal is not working. (Visual Studio Code should be also fine.)