

## Game Installation And Configuration

This game is developed using Phaser 2 CE.  
Phaser.js is an open source javascript game engine.

### How to Install the game on a hosting server.

Upload the **CarRace** folder to the hosting server.  
To run the game Navigate to index.html (Car Race/ index.html).

### How to Run the game locally

Open **index.html** file in a browser (using a local server).

### How to Add the game to another html file

Copy and paste the **CarRace** folder where the html file is located  
Then copy and paste the below code in the body tag of the html file.

```
<script type="text/javascript" src="lib/phaser.min_2.13.1.js"></script>
```

```
<script type="text/javascript" src="js/global.js"></script>  
<script type="text/javascript" src="js/boot.js"></script>  
<script type="text/javascript" src="js/preload.js"></script>  
<script type="text/javascript" src="js/title.js"></script>  
<script type="text/javascript" src="js/select.js"></script>  
<script type="text/javascript" src="js/result.js"></script>  
<script type="text/javascript" src="js/game.js"></script>  
<script type="text/javascript" src="js/main.js"></script>
```

## How to Add the game to a specific html div element.

Assign the div name to the ***gameDiv*** variable in main.js (CarRace/ js /main.js).  
var gameDiv = "divname".

## How To change game width and Height

Change **width** and **height** variable values in main.js (CarRace/ js /main.js).

```
var width = 1080;  
var height = 1920;
```

## How to change game graphics

Just replace the existing images with new images.