

Let's start on the multiplayer trivia game!

First workshop!

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UMN ADC

September 28, 2021



Streaming

- <https://umn.zoom.us/my/adc.workshop>
- Recordings will be posted as unlisted YouTube videos as linked at <https://adcumn.org/meetings>

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In-person

- Tuesdays 5-6pm
- Tate Hall B50

Officer openings!

- Workshop instructors

DM us on the discord!

<https://z.umn.edu/ADCdiscord>

A look ahead...

Event Schedule

Check here to see our event schedule. Join the discord for the latest event updates. Want a sneak peak? Check out our GitHub.

Event	Time	Place	Guide	Recording
Kickoff: Play a multiplayer trivia game that you'll learn how to make later!	Tue, Sep 21 7pm	Bruininks Hall 230	Slides	N/A
Multiplayer trivia game part 1: Setting up your environment	Tue, Sep 28 5-6pm	Tate Hall 850	Tutorial	
Multiplayer trivia game part 2: HTML, CSS, and Jinja templating	Tue, Oct 5 5-6pm	Tate Hall 850	Tutorial	
Multiplayer trivia game part 3: SocketIO	Tue, Oct 12 5-6pm	Tate Hall 850	Tutorial	
Multiplayer trivia game part 4: More SocketIO	Tue, Oct 19 5-6pm	Tate Hall 850	Tutorial	
Multiplayer trivia game part 5: Open source fest	Tue, Oct 26 5-6pm	Tate Hall 850	N/A	N/A
More workshops (iOS, Mac, React) coming soon!				

Gauge the room

How many of these have you heard of? How many of these have you used?

- HTML
- CSS
- Flask
- JavaScript
- Socket-IO

Interest?

What do you want out of workshops? What do you want out of the club?

Would less structured events to simply meet collaborators for projects be helpful, or do you just want to meet on the discord?

Follow the guide!

<https://z.umn.edu/adc-mtg>

The screenshot shows the GitHub repository page for `ADC-UMN/multiplayer-trivia-game`. The repository is public and has 1 watch, 0 stars, and 1 fork. The main branch is `master` with 1 branch and 0 tags. The repository contains a file tree with the following files and their last commit dates (all 13 months ago):

- `src`: update to match bug fixes on whodaman repo
- `README.md`: link to original project and more challenges
- `diagram.png`: first iteration of tutorial
- `part-0.md`: update to match bug fixes on whodaman repo
- `part-1.md`: update to match bug fixes on whodaman repo
- `part-2.md`: update to match bug fixes on whodaman repo
- `part-3.md`: update to match bug fixes on whodaman repo

The `README.md` file is selected, showing the title "Create your own multiplayer trivia game with Flask and SocketIO". The content includes a note that it may be helpful to look at Part 2 and Part 3 concurrently, and a list of links to the parts:

- Part 0: Overview, Environment, and Directory Structure
- Part 1: Jinja Templating
- Part 2: Client-side Code

The right sidebar contains an "About" section with a link to `nathanielbd-whodaman.net.app` and a "Readme" link. The "Releases" section shows no releases published. The "Packages" section shows no packages published. The "Languages" section shows a bar chart with the following data:

Language	Percentage
JavaScript	41.1%
HTML	25.2%
CSS	19.9%
Python	13.4%

Programming language, runs on a server

Let's install it:

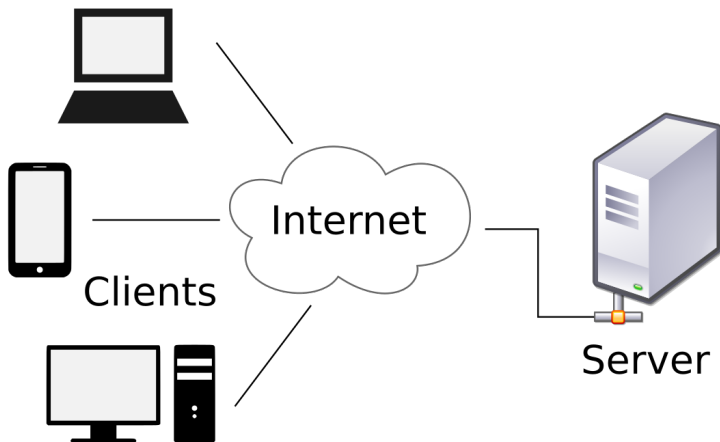
<https://www.tutorialdocs.com/tutorial/python3/setup-guide.html>

Visual Studio Code

Integrated Development Environment (IDE), text editor

<https://code.visualstudio.com/>

The big picture

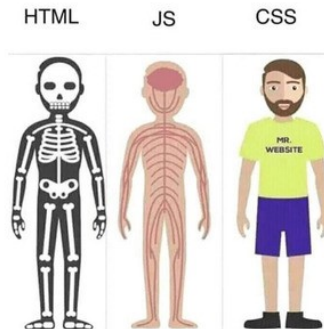


Client

- HTML
- CSS
- JavaScript

Client

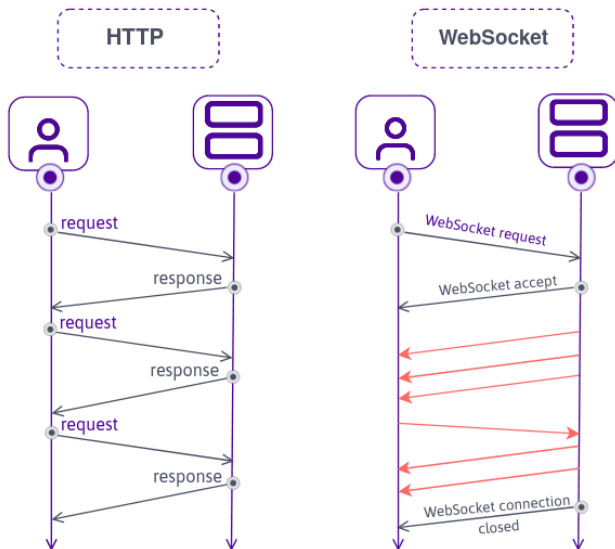
- HTML
- CSS
- JavaScript



Server

- Flask
- Flask-SocketIO

Server side



What do I type?

Directory Structure

Here's a typical directory structure for a small (<1000 line) Flask app:

```
root/  
+--static/ # static client-side JavaScript and CSS files  
|  +--index.js  
|  +--style.css  
+--templates/ # HTML files with Jinja templating  
|  +--index.html  
+--app.py # server-side code
```

Here's how this specific project will be structured:

```
root/  
+--static/  
|  +--admin.js  
|  +--favicon.ico # icon in the browser  
|  +--index.js  
|  +--play.js  
|  +--style.css  
+--templates/  
|  +--admin.html  
|  +--index.html  
|  +--layout.html  
|  +--play.html  
+--app.py
```


SocketIO events

