Hot Potato

In this project, you will have the opportunity to practice using WebSockets to create a four-player hot potato game. The logic of the game is as follows:

- When a new player joins the server, they will be assigned an avatar indicated by the star with the text “You”.
- The game requires exactly 4 players to begin. No more, no less. When the 4th player joins, the game starts
- When the game starts, one player will be chosen randomly to hold the potato and the clock will begin counting down from 30.
- When the clock strikes 0, the player holding the potato loses, so pass it quickly!
- If your avatar is holding the potato, click on another player’s avatar to pass the potato.

To get you started, we’ve provided some starter code with the basic application structure:

- **public/index.html**, where you will write code to run in the browser
- **server.js**, where you will write code to run on the server
- **utils/constants.js**, where constants for each message type have been defined for you

Because the focus of this project is on WebSockets (and not on software engineering more broadly), we’ve encapsulated the majority of the game logic and DOM manipulation in various helper functions.

Your task is to implement the WebSocket logic to pass messages between the server and clients and to call the provided game logic helper functions in response to these messages. In addition to reinforcing the mechanics of connecting a WebSocket server and client, this project will help demonstrate the process of designing a system of messages and payloads sent between clients and the server.

Setup Instructions

This project should be completed on your own computer instead of on Codecademy. You can download what you’ll need by clicking the “Download” button below. If you need help setting up your computer, read our article about setting up a text editor for HTML/CSS development.

Once you’ve downloaded the project, open up the project folder in your text editor. Then, use the command line to navigate to the root of the starter code directory, and run the following commands:

```
npm install
node server.js
```

If these commands are successful, you should see the message Listening on: http://localhost:8080 displayed in your terminal.

Navigate to http://localhost:8080 in your browser to view the game and then click on “Start”!