1. (+)Start panel: Name, Create a game, Join.
2. Game markup: width, where to put game id, start button, timer.
3. Players less then 8.
4. (2)Creator is admin.
5. 3 seconds delay before start???
6. (+)Why doesn’t first user disconnect after refresh page (in chrome)?(see 12)
7. (+)Add border between cards.
8. <http://www.maschek.hu/imagemap/imgmap>
9. (+)Subscribe to area click event
10. (+)Cards config to separate file.
11. (3)Make card images as background.
12. Handling page refresh <http://stackoverflow.com/questions/22594897/socket-io-disconnects-when-refreshed>
13. Pics coordinates
14. one player game for time
15. statistics
16. fine for wrong click??
17. (+)create room
18. Lock if someone has selected a picture (race condition)
19. Show winner, how many cards every player has
20. Red border on wrong picture selected

game is over for everyone show statistics -> refresh for new game

//use promises

Mobile version