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. one player game for time
14. statistics
15. (-)fine for wrong click??
16. (+)create room
17. Lock if someone has selected a picture (race condition)(to check)
18. (1)Show winner, how many cards every player has
19. Red border on wrong picture selected
20. Player can’t join to started game
21. (+)Mobile friendly
22. Player quits while playing
23. (0)Result panel and restart button//if last player show restart

Change text create/join

Db for statistics

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

one click start

enter on reg and start

choose group by click, not only code

use scss

Don’t enter a name every time – ref to 12

Case sensitive group name?

Accident ok click

Two the same cards running

//use promises

Vscale docker