1. (+)Start panel: Name, Create a game, Join.
2. Game markup: width, where to put game id, start button, timer, cards left for every player.
3. Players less then 8.
4. 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. Make card images as background.
12. Handling page refresh http://stackoverflow.com/questions/22594897/socket-io-disconnects-when-refreshed

//one player game for time

//statistics

//fine for wrong click??

//create room

//use promises

Mobile version