# Eviden card game

## TODOs

* The front-end: src\pages\GameMasterGame\views\GameMasterFinalResultsView\component  
  And  
  src\pages\playerGame\views\playerFinalResultsView\component

Have the same files, both are using them. Would be great if the components could be sorted out

* Bug : in Game Master sometimes when player is still in liking/disliking phase, game master sees him as finished (doesn’t affect functionality)
* Make the card deck go for another lap if all cards disliked or desired amount of cards is not yet selected.
* Fix styling, (design)
* Add responsiveness for mobile devices
* In English language (card.language = ‘en’) in group phase card set, there is one (at least one found) card with no(default) color, that if selected breaks the round.
* The wheel of group color in game master must be changed, right now, wheel is being made as follows:
  + Gets each players group final color, and then creates a wheel and determines the ‘total’ color

The wheel must be made as follows:

* Pass each players top picks (From “Select n cards, that fits you the most), example, pass 5 most fit card color (ex – White, White, Red, Blue, Green)
* Combine all colors and their count and determine the wheel ‘total’ color.
* Add possibility to save and view past played game in gameMaster
* Add possibility for game master to add other game masters
* Fix the GameAppBFF, it’s a mess, maybe turn it in API GateWay
* Move functionality from front-end to back-end
* Optimize KAFKA messaging
* Fix the game state (desyncs happening)
* Check the Contexts in Front-end, get familiar with them and re-evaluate if all of the data is necessary.
* Add statistics for individual player and send to them via their e-mail