

Web Programming III (420-H30-HR) Marks Fall 2022 - Assignment 2 (Web Sockets)		Mark
		0%
	Mark	Out Of
Chat Functionality		
Web Socket server		2
Require unique username		4
Chatting and current message displayed on initiator's screen		4
Assign and use a random colour to each person		4
Send a private message with <i>!username</i>		4
Get list of all users with <i>!!users</i>		5
Private Room Functionality		
Invitation to private room		2
Unique room created		4
Chatting in room		4
Leaving room and room removed		5
Messages differentiated		3
Rock/Paper/Scissors		
Invitation to play game		4
Separate window for game		2
Countdown timer		4
User select		4
Computer determine winner		4
Logging		
Chat events logged		4
Game events logged		4
Format of log message		5
Design/Documentation		
Plan		4
package.json with no modules handed in		2
Overall design		6
Chat/game layout		5
Final 5		
At least one of: - Add the ability for a player to have an avatar with their name - Always display current users - Multiple private rooms simultaneously - Different game with more than 2 people - Keep track of wins/losses/draws - Disconnect after idle		5
Total	0	100
Late Marks	0	
Grand Total	0	100

