

[RMG-10] Game Lobby Created: 2024-09-19 Updated: 2024-09-30

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| Status: | To Do |
| Project: | Resource Management Game |
| Components: | None |
| Affects versions: | None |
| Fix versions: | None |
| Parent: | Create digital version of Resource management game |

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|---------------------|------------------|-----------|------------------|
| Type: | Sub-task | Priority: | Major |
| Reporter: | Shilpa Ramisetti | Assignee: | Shilpa Ramisetti |
| Resolution: | Unresolved | Votes: | 0 |
| Labels: | None | | |
| Remaining Estimate: | Not Specified | | |
| Time Spent: | Not Specified | | |
| Original estimate: | Not Specified | | |

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| Attachments: |  image-20240925-153745.png  image-20240925-153826.png |
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Description

Webpage on 'Joining' the Game:

Backend

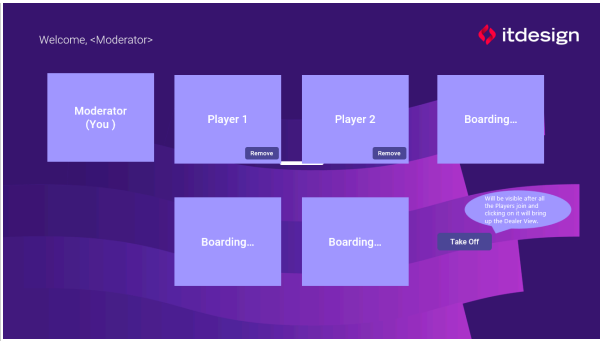
- For REST API endpoint implementation details, see <https://itdesign-de.atlassian.net/browse/RMG-1>
- Implement a REST API endpoint to delete a player

Frontend

- Moderator View:**
 - Display the game creator's name as "<Moderator Name> (You)."
 - Display the joined player's names as "<Player x Name>"
 - Use placeholders ("Waiting...") for other players who are awaited joining.
 - Remove Button:** Add a "Remove" button on each player's tile. Clicking this button will remove the player from the game.
 - Take Off Button:** Refresh the page to show "Delaer View" for all Players including Dealer
- Player View:**
 - Display the same layout with the game creator's name as "<Moderator Name> (Moderator)"; their own name as "<Player x Name> (You) and other joined players as "<Player x Name>".
 - Show placeholders ("Waiting...") for other players who are awaited joining.
- Real-time Updates:**
 - Implement a mechanism (e.g., WebSockets) to automatically update and display the names of other players as they join the game.
 - Maintain the order of players based on their joining time.
- UI Layout:**
 - Follow the provided mockup for arranging user boxes.
 - Display a welcome message with the current player's name at the top left.
- General**
 - Validation:**
 - Ensure that player names are unique within the game session.
 - Security:**
 - Validate the GUID and player data to prevent unauthorized access.
 - Ensure that only the Moderator has access to edit functionalities, that allows removing players.

Mock-ups:

Moderator View (Edit Mode):



Player View (Read-only Mode):

