

1.1

reddit.com:80

HEAD /r/TUDeft HTTP/1.0

Host: reddit.com

response: 301 moved permanently

location: <https://www.reddit.com/r/TUDeft>

move to openssl

reddit.com:443

HEAD /r/TUDeft HTTP/1.0

Host: www.reddit.com

response: 200 OK

GET /r/TUDeft HTTP/1.0

Host: www.reddit.com

response: 200 OK

1.2

Yes

1.3

Never relies on cache (always cache miss)

1.4

supported encodings: gzip, deflate, br

2.1

```
<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 3.2 Final//EN">
<title>404 Not Found</title>
<h1>Not Found</h1>
<p>The requested URL was not found on the server. If you entered the URL manually
please check your spelling and try again.</p>
```

no.

2.2

Bad request
Hello World!\r

3.1

No, because the browser keeps the site data



Cookies and other site data

From 4 sites (you won't be signed out of your Google Account)

3.2

401 Unauthorized
200 OK

No, because there is no browser there to keep the data

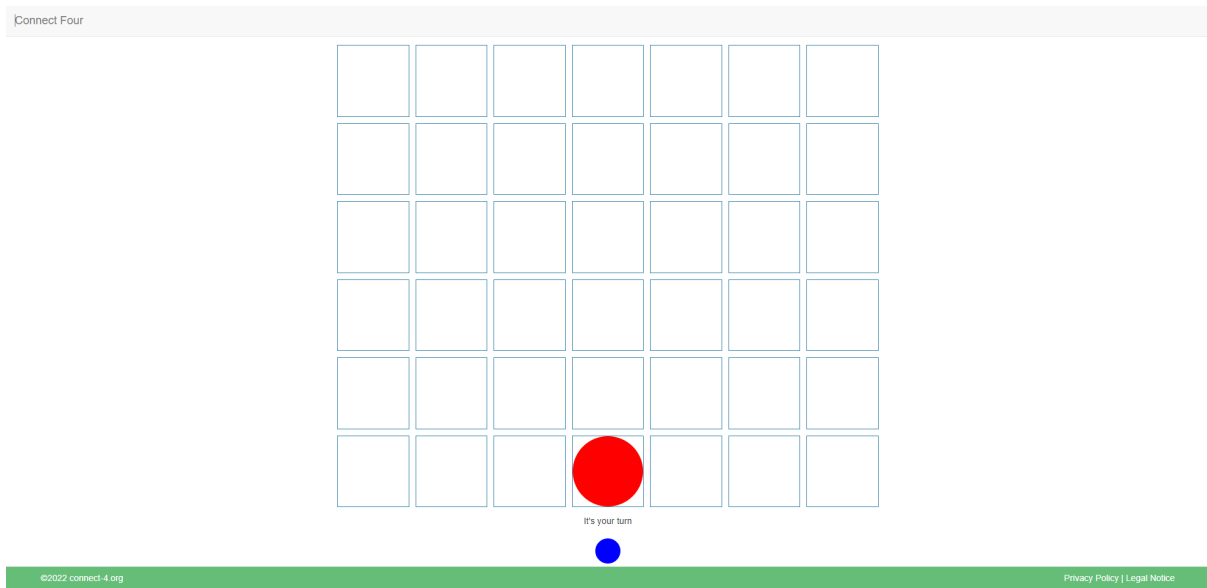
4.1

We will implement connect four.

4.2

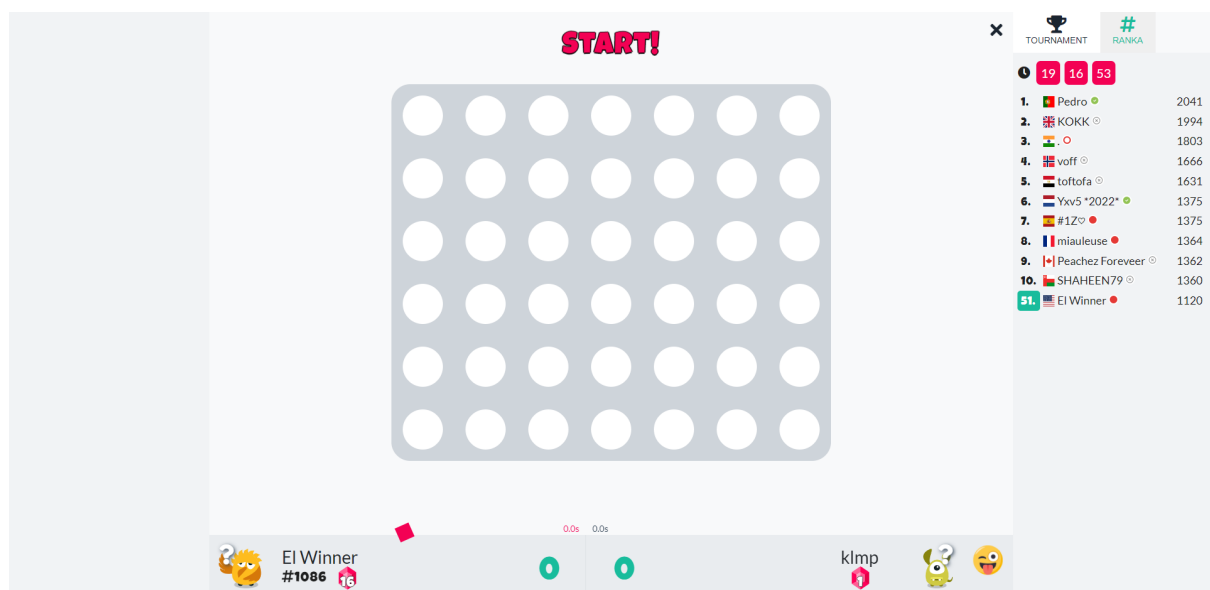
<https://connect-4.org/en>

Probably the most elegant implementation. However, you can't exit a game once you started it (other than finishing the game or reloading the page), and if you invite a friend, only you can have a nickname, they can't. Also, there is no animation for the falling disks which is one of the most satisfying aspects of the game in real life.



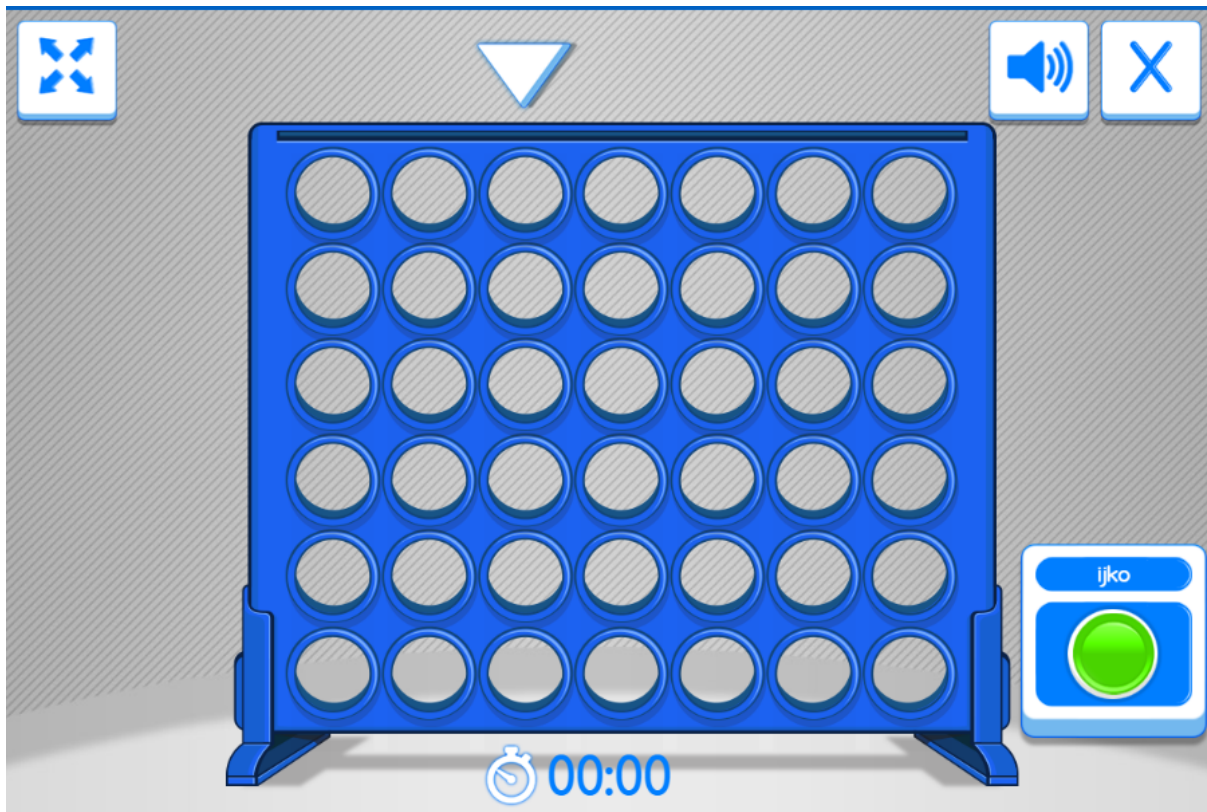
<https://papergames.io/en/connect4>

The page is a bit too busy here, with it also reloading multiple times before you get to a game. You can have nicknames, but there are bugs with how it handles the string. There is a bit more animation here but still no falling.



<https://kizi.com/games/connect-4-multiplayer>

The opening screen is a bit confusing with the options and there is no “back” button. However, there is falling animation, which is great. There is a more complex point system, but we feel like for such a simple game, that is pretty useless. Note to self: However, we could keep track of the individual matches won in a series of games between the same two players (in the same session).



4.3

Positives:

- The ability to give yourself a username/nickname
- Having satisfying falling animations
- Keeping track of results of past games in this session

Negatives:

- Inconsistencies/bugs/asymmetric situations with the nicknames
- Having an overly busy page and/or an implementation over several pages
- An inability to freely navigate between pages (a lack of "back" buttons)

Assignment 2

2.1

- drop tokens
- quit game
- start game
 - matchmaking
 - lobby ?
- move validation (server side)
- win condition checking (server side)
- drawing board

- server-client communication

2.2

Object/classes:

- game object: basic
- gamestate object: ES2015 class

3.3

Client -> server:

- {actionName: string, action: string | undefined}

Server -> client:

- string | {gameState: GameState} | {lobby: string}
- close: {code: number, reason: string}