

Web Programming III (420-H30-HR) Marks Fall 2023 - Assignment 2 (Web Sockets)		Mark
		0%
	Mark	Out Of
Setting up socket.io server		
Package.json has socket.io, express and nodemon		4
Server.js at the root level		2
Connecting to socket.io		
<script> tag added in index.html		4
Script.js has a line to connect to localhost:3000		4
Identifying connected clients / Listening for events		
Socket emits ready event in script.js		3
Socket on connect event listener implemented		4
readyPlayerCount variable instantiated and incremented appropriately		3
Handling events in the Pong client		
isReferee boolean variable created and initialised		3
startGame() split into loadGame() and startGame()		5
Game logic for Paddle and Ball		
socket.emit('paddleMove', {...}) added in script.js		4
socket.on('paddleMove', (paddleData) => {}) added in server.js		4
socket.emit('ballMove', {...}) added in script.js		3
socket.on('ballMove', (ballData) => {...}) added in server.js		3
Socket.on('ballMove', (ballData) => {...}) added in script.js		3
Game properly handles disconnection		3
Integrating Express with socket.io		
public folder created and contains index.html, javascripts and stylesheets folder		4
api.js created with appropriate code		6
socket.js file present with appropriate code		6
server.js file refactored appropriately		8
Namespace and rooms		
Namespace added		4
Rooms implemented		12
package.json with no modules handed in		3
Final 5		
At least two of: - Place an appropriate header on the index.html page - Use TypeScript - Style the game using nice colors - Fix any glitches you might observe during game play		5
Total	0	100
Late Marks	0	
Grand Total	0	100