

Assignment 2

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Essentials:

Socket Draw is a simple app which allows any number of users to chat amongst themselves and if they so choose, play a pseudo game of Pictionary.

Developed on MacOSX 10.12.6, Node 6.11.0. Tested on Chrome

To launch the app, navigate to the root of the application and run:

- node app.js

To access the app, navigate to:

- <http://localhost:3000/>

Game rules:

A player can talk in the chat box, ask to draw or resign from drawing if they were drawing.

- A player may guess what the drawer is drawing by typing a string in the input box.
- If the answer to the picture is in the string, the answer will be taken (this is intentional)

A drawer (or gamemaster) has access to additional features.

- Only the gamemaster may draw
- The gamemaster can draw in several different colours and sizes of pen
- The gamemaster can begin the game by following the instructions in the chatroom
 - o Enter a keyword in the blue text field to begin the game
 - o The players have 1 minute to guess the word or lose the game
 - o The game resets at the end of each round
 - o Resigning or exiting the browser will end the game and allow another player to become gamemaster

Screenshots:

1. Login alert:

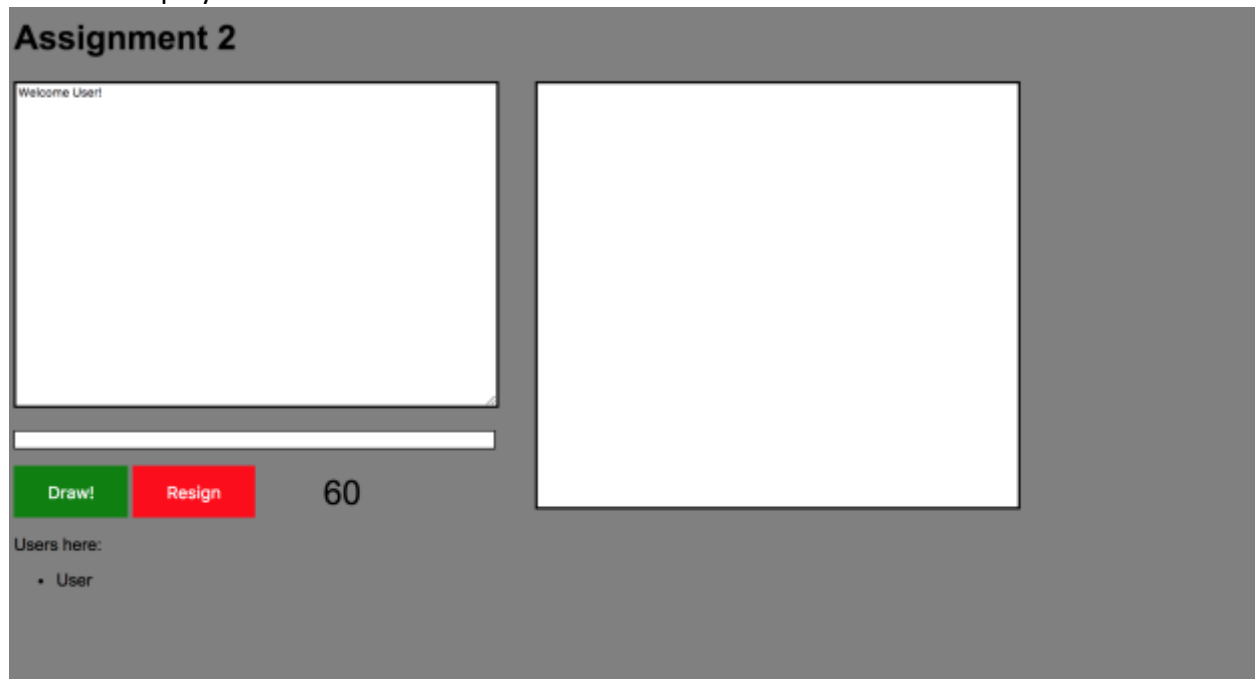
localhost:3000 says:

What's your name?

Cancel

OK

2. The players screen:



3. The drawer's screen:

