

Using Socket.IO

Decision:

Using socket.io to create websocket to allow players to communicate and send data with one another via the website. An alternate would to be use database polling.

Status:

Approved

Context:

Sockets are needed in order to transmit data to and from server and client devices using rooms so that they can compete against one another.

Consequence:

Client computers effectively communicate with one another to create a multiplayer game.