Bidirectional and low-latency communication

Decision:

Socket.io is to be used in order to allow players to compete against one another in a wordle game.

Status:

Approved

Context:

Different user browsers need to communicate with one another to effectively create an online competitive experience. Socket.io is user friendly, reliable and scalable and therefore an propriate choice for wordle world party.

Consequence:

Bidirectional communication between users and the server.