

COMP 2406 Fall 2017

Assignment #2: Collaborative Single Page App

Due Date: Wed. Nov. 1 by 10:00pm in culearn

Alex Trostanovsky

100984702

Node.js/Javascript Collaborative App: connect4

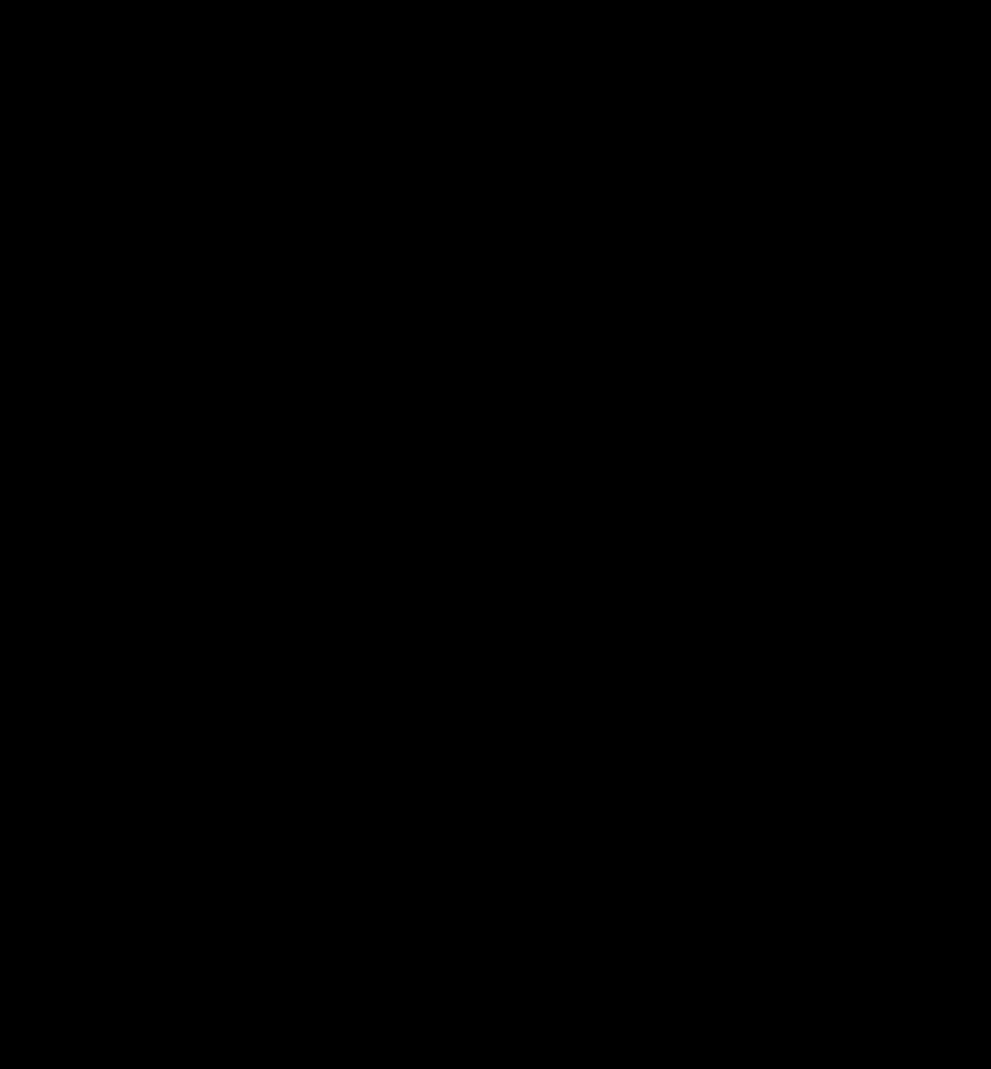
App development:

Developed on Windows 7, running node.js and testing code with Google Chrome web browser

A 2 user game of the connect 4™ board game

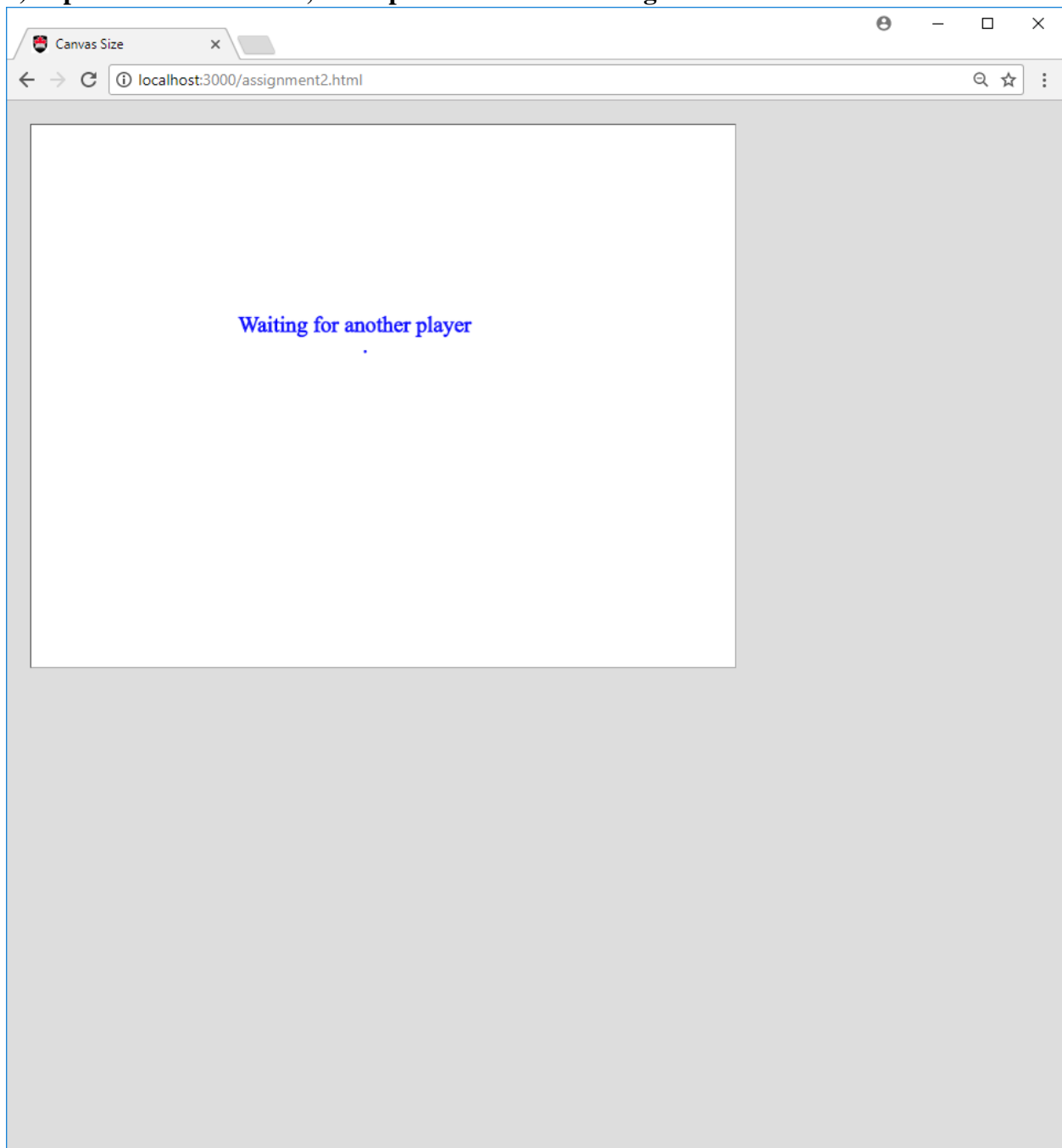


1) Run command (in the provided directory) `$node app.js`

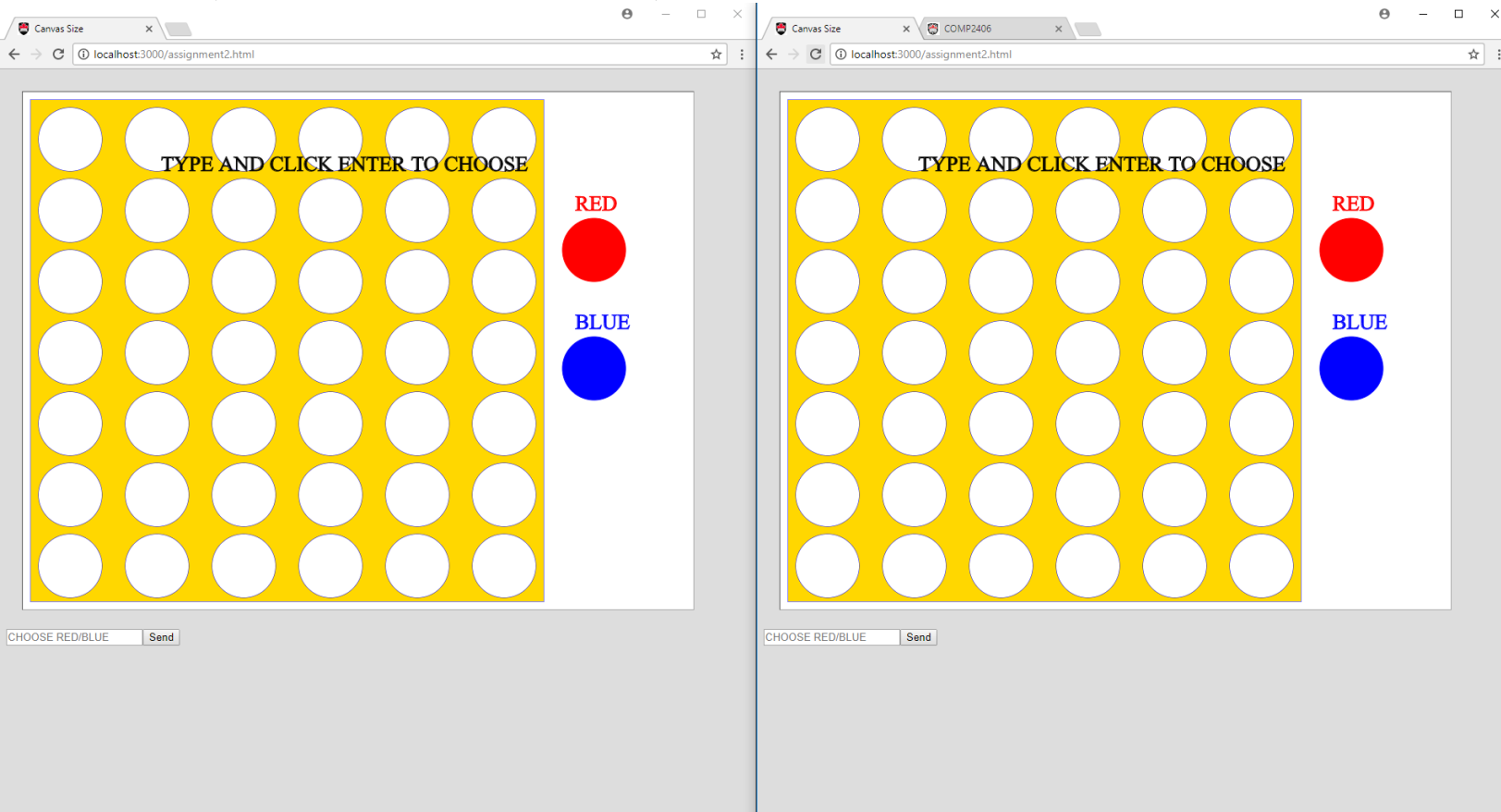


The screenshot shows a Windows command prompt window with the title bar "C:\Windows\system32\cmd.exe - node app.js". The window has a black background and a white border. The command prompt shows the command "node app.js" has been executed, and the output is "Server Running at http://127.0.0.1:3000 CNTL-C to quit". The window is open on a desktop with a light blue background. There are several icons on the taskbar, including a folder icon, a file icon, and a network icon. The system clock in the bottom right corner shows "11:58 AM 11/11/2023".

2) Open client in Chrome, on <http://localhost:3000/assignment2.html>

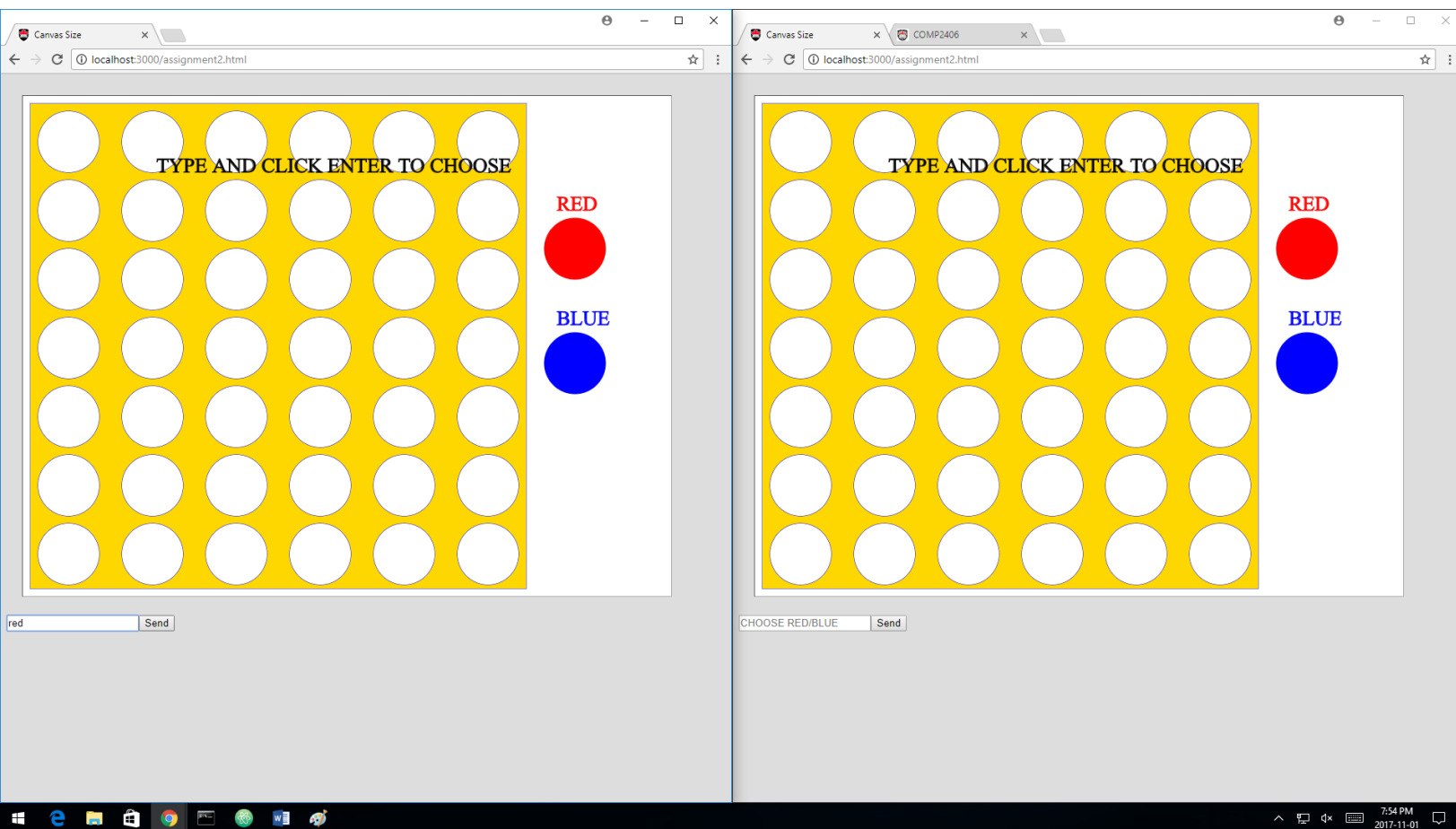


3) Open another client (<http://localhost:3000/assignment2.html>),
(so that two are connected to server)



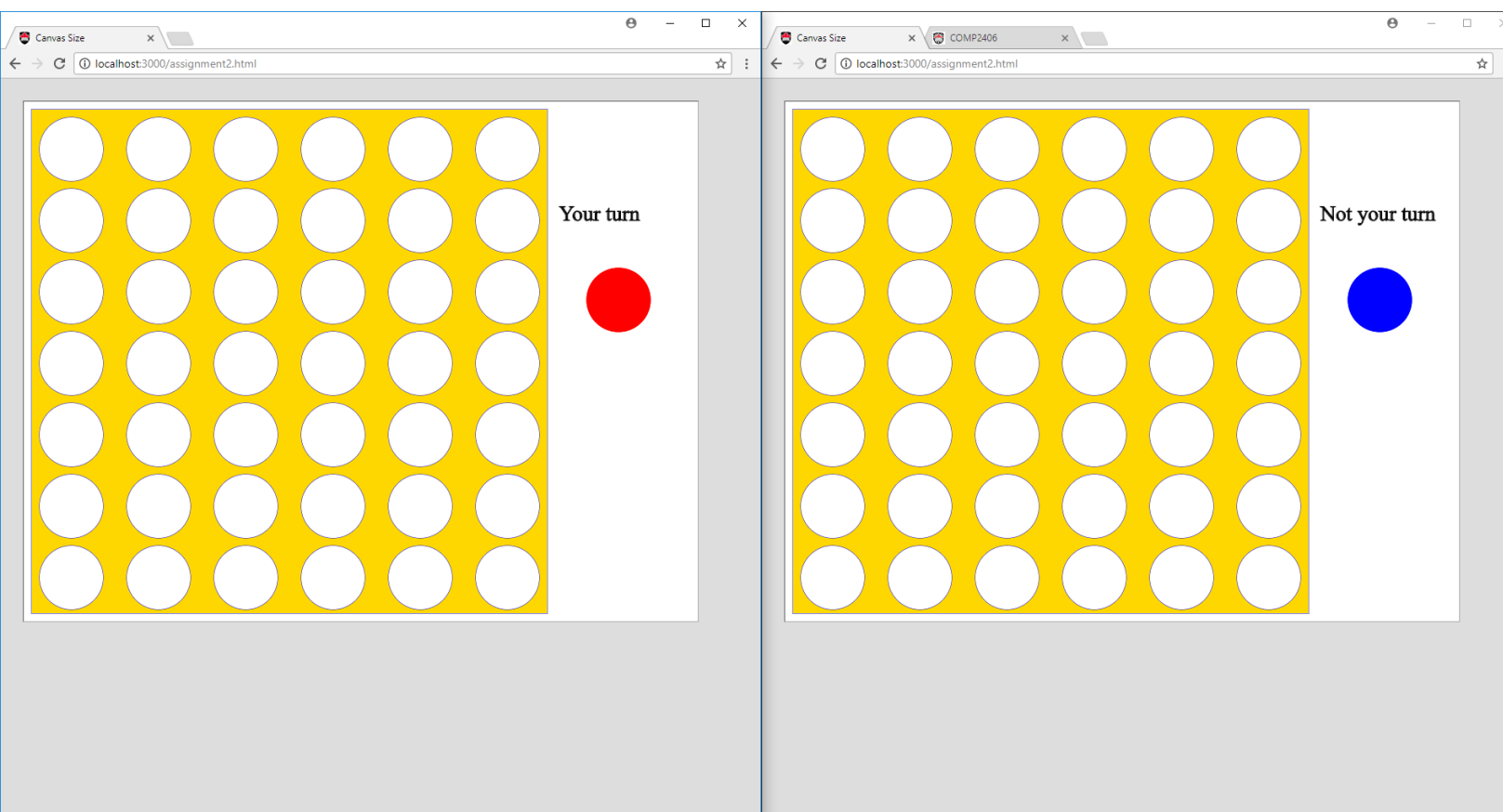
4) Type the colour of your choosing ('red' / 'blue') in the provided text box

5) Hit 'send'

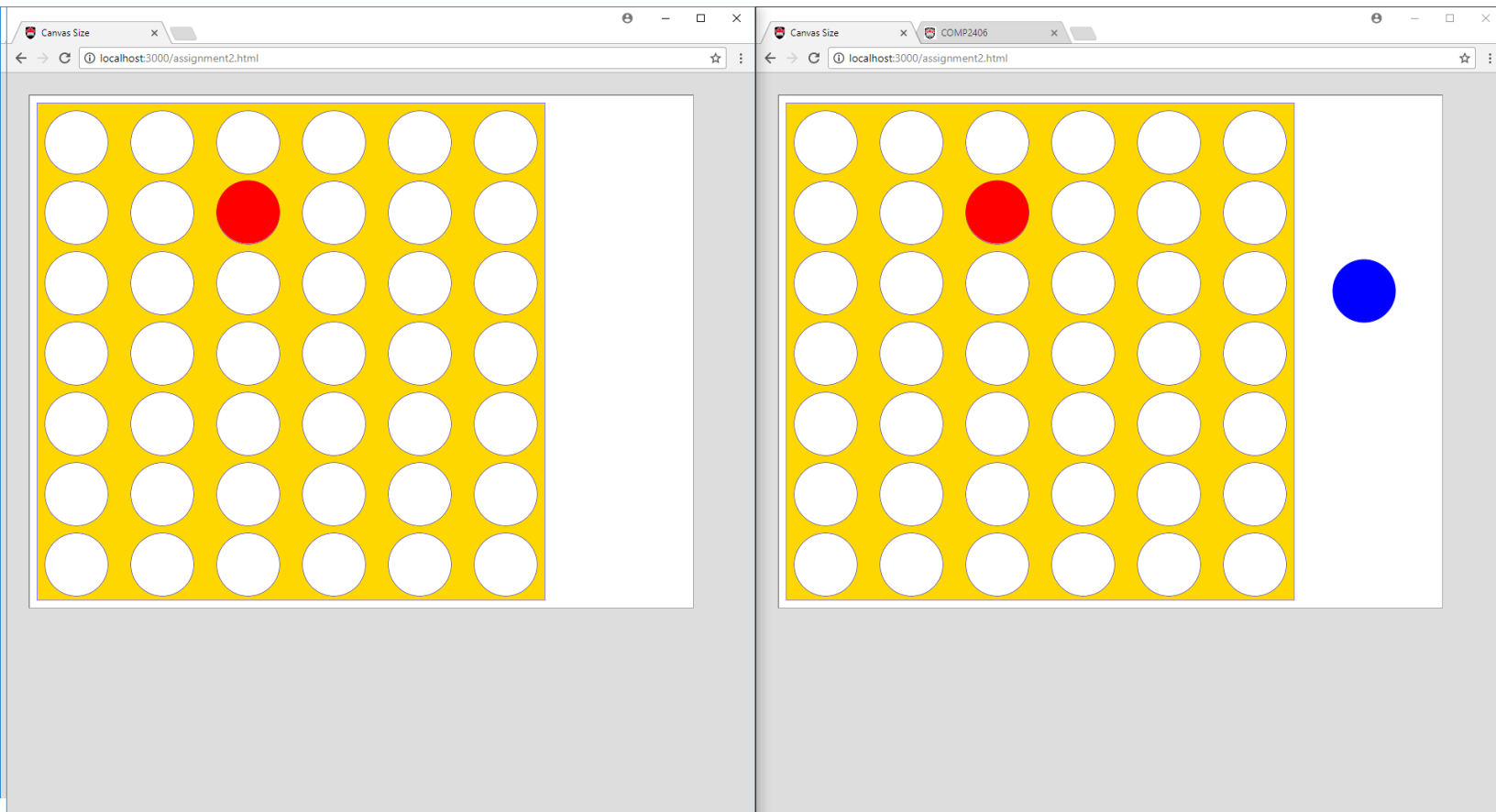


NOTE Once the first user picks a colour, the opposing colour is automatically assigned to the other client.

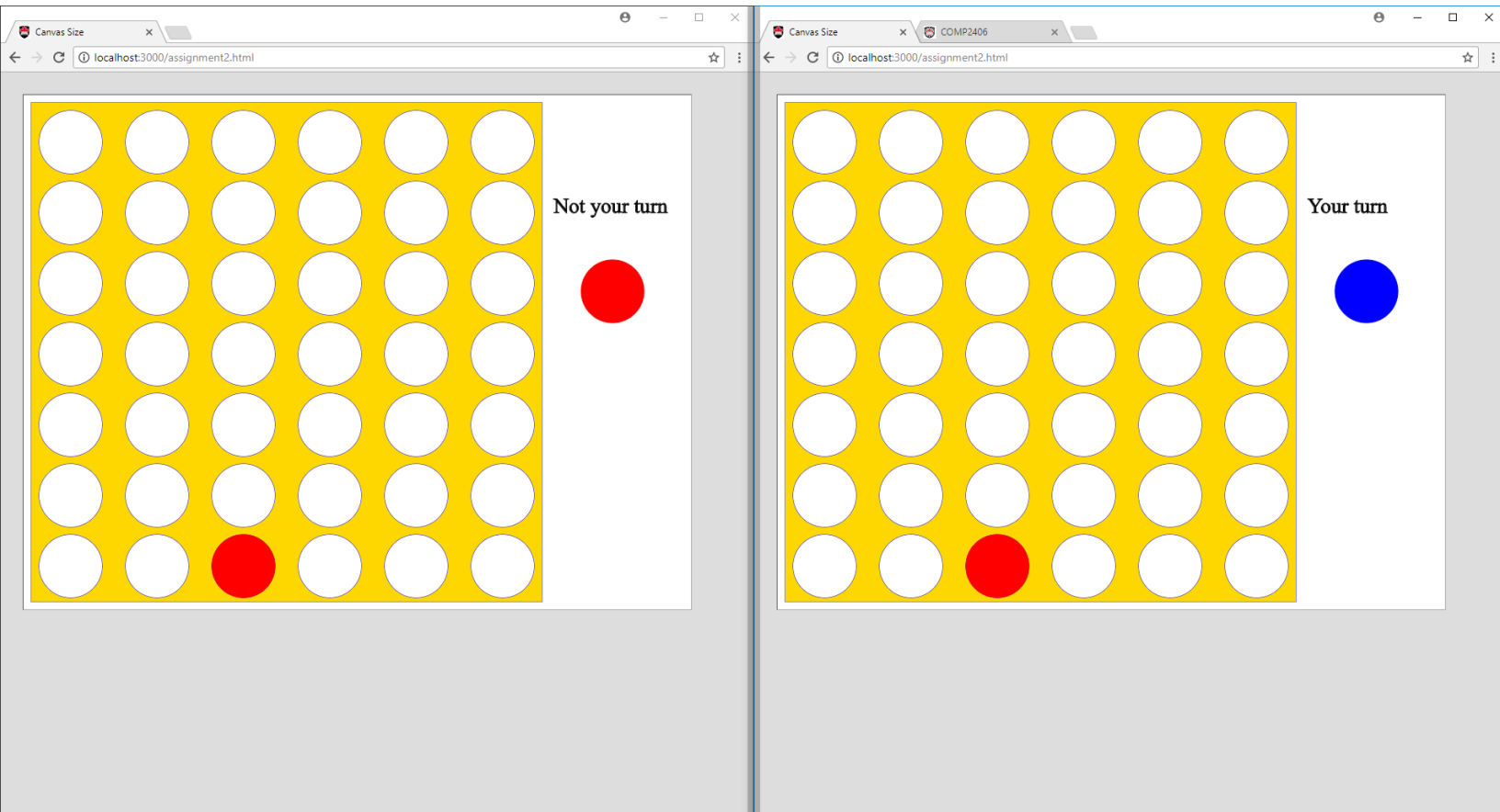
- 6) The server allocates control (by removing/adding a mousedown event) to each client. Each client is made aware of this by a display of the message:
"Your turn" / "Not your turn"



7) Use the mouse handler to click and drag the circle object, and drop a circle object in a desired hole.



8) For each turn, the server performs a win check - looks at possible winning 'board states' for each player.



9) Once a win is achieved, the result is displayed to both clients.

