COMP 2406 Fall 2017
Assignment #2: Collaborative Single Page App
Due Date: Wed. Nov. 1 by 10:00pm in culearn

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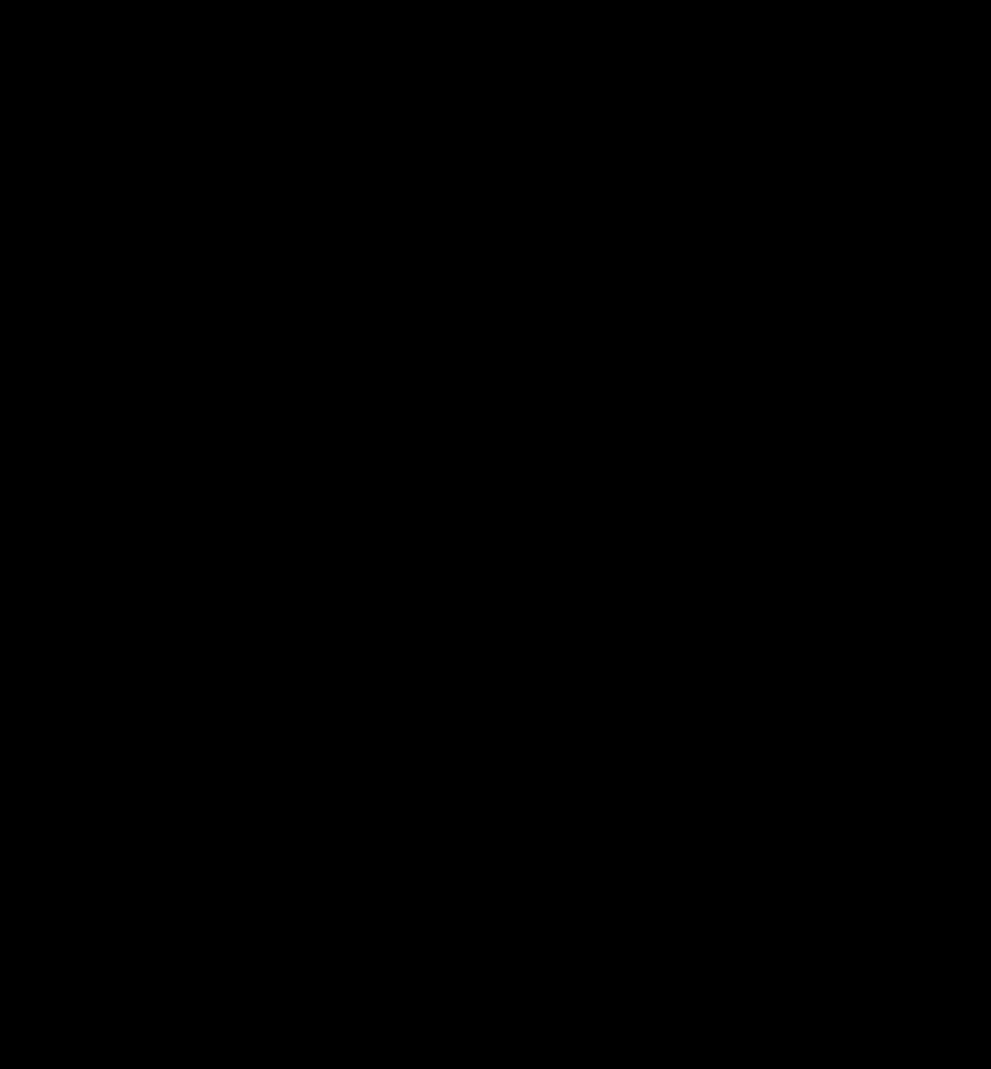*Node.js/Javascript Collaborative App: connect4*

App development:
Developed on Windows 7, running node.js and testing code with Google Chrome web browser
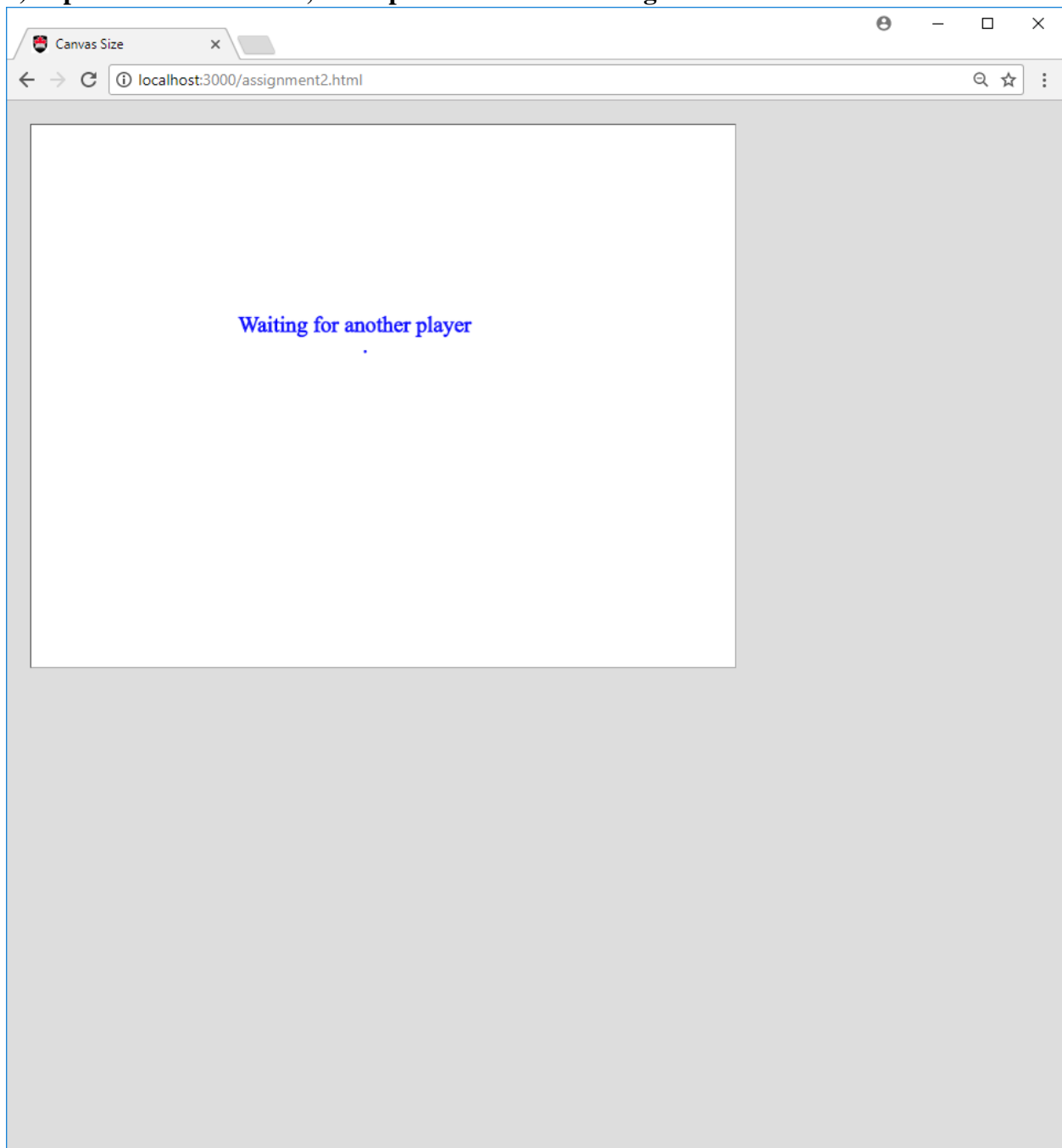
A 2 user game of the connect 4™ board game
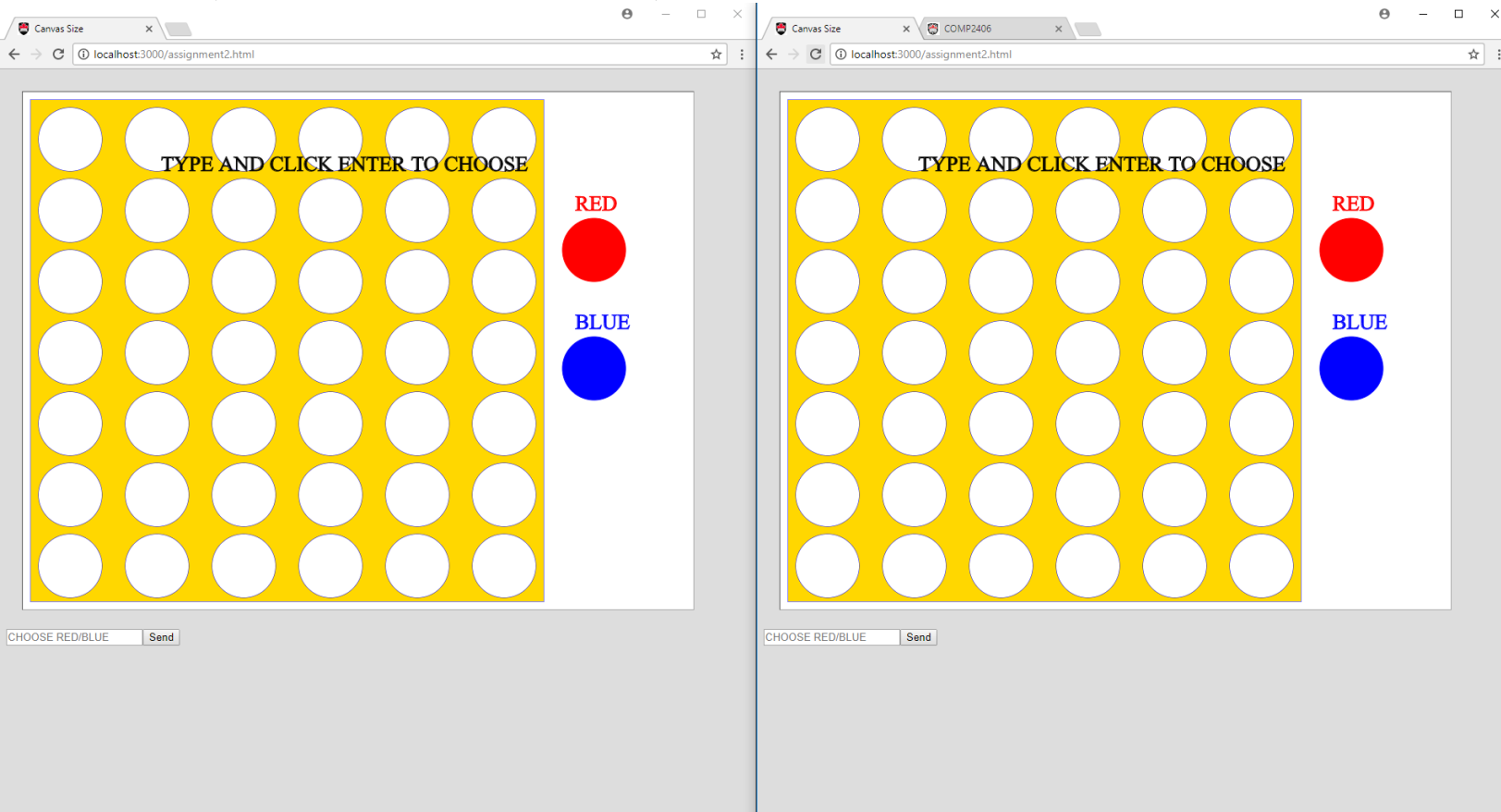
1) Run command (in the provided directory) $node app.js


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cnode app.js
Server Running at http://127.0.0.1:3000  CNTL-C to quit
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2) Open client in Chrome, on http://localhost:3000/assignment2.html

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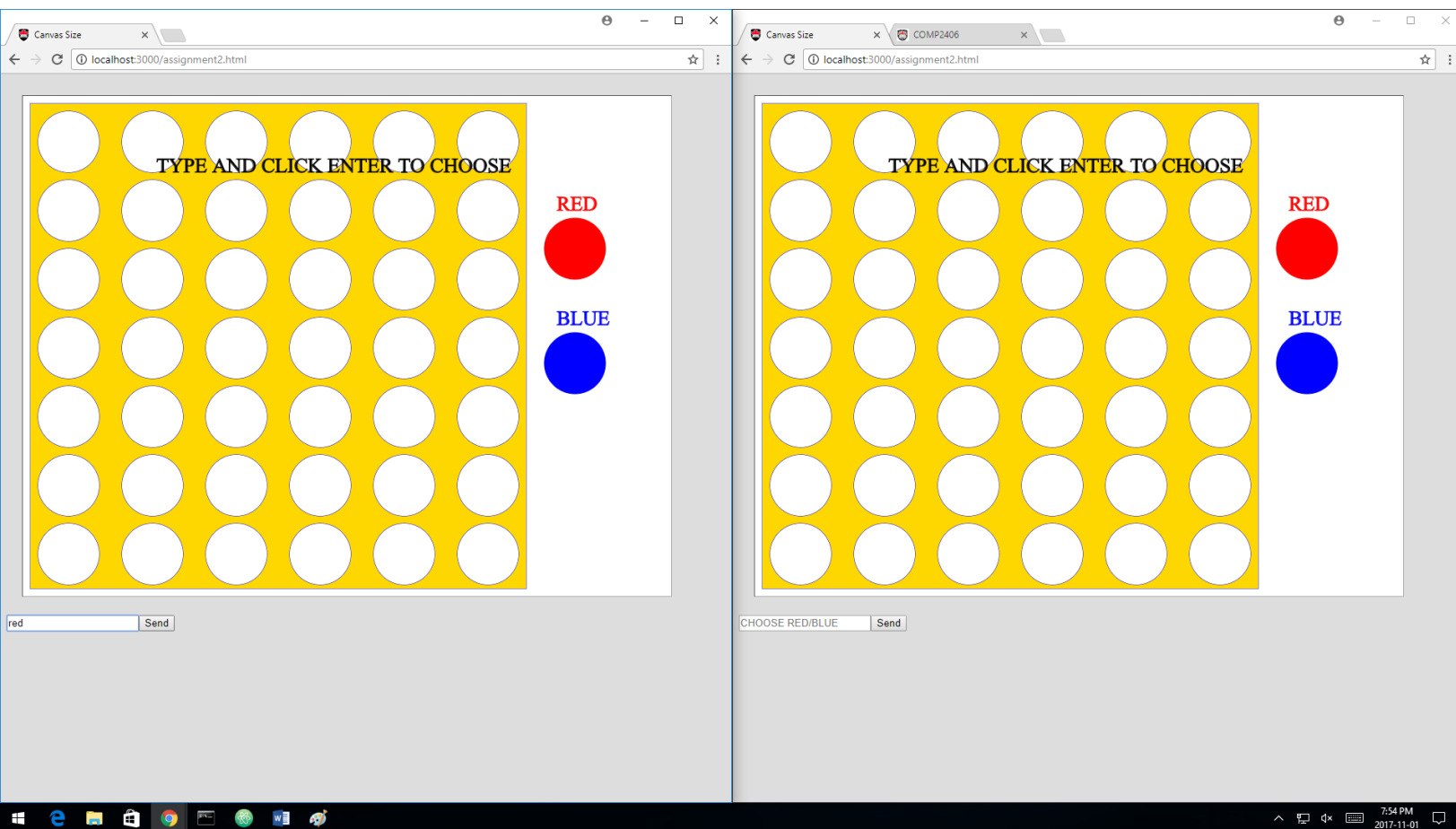
**(so that two are connected to server)**

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"**
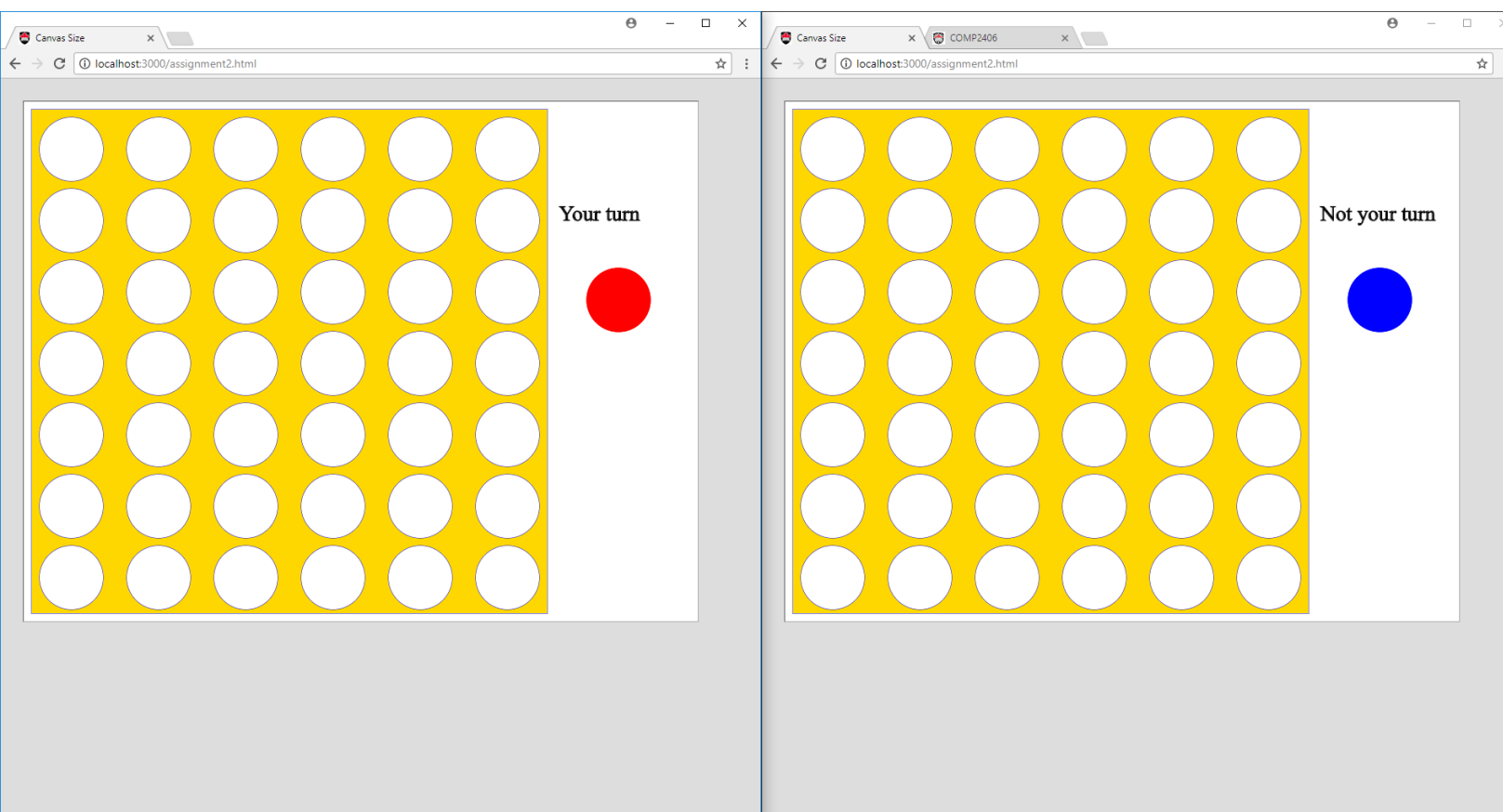
7) Use the mouse handler to click and drag the circle object, and drop a circle object in a desired hole.
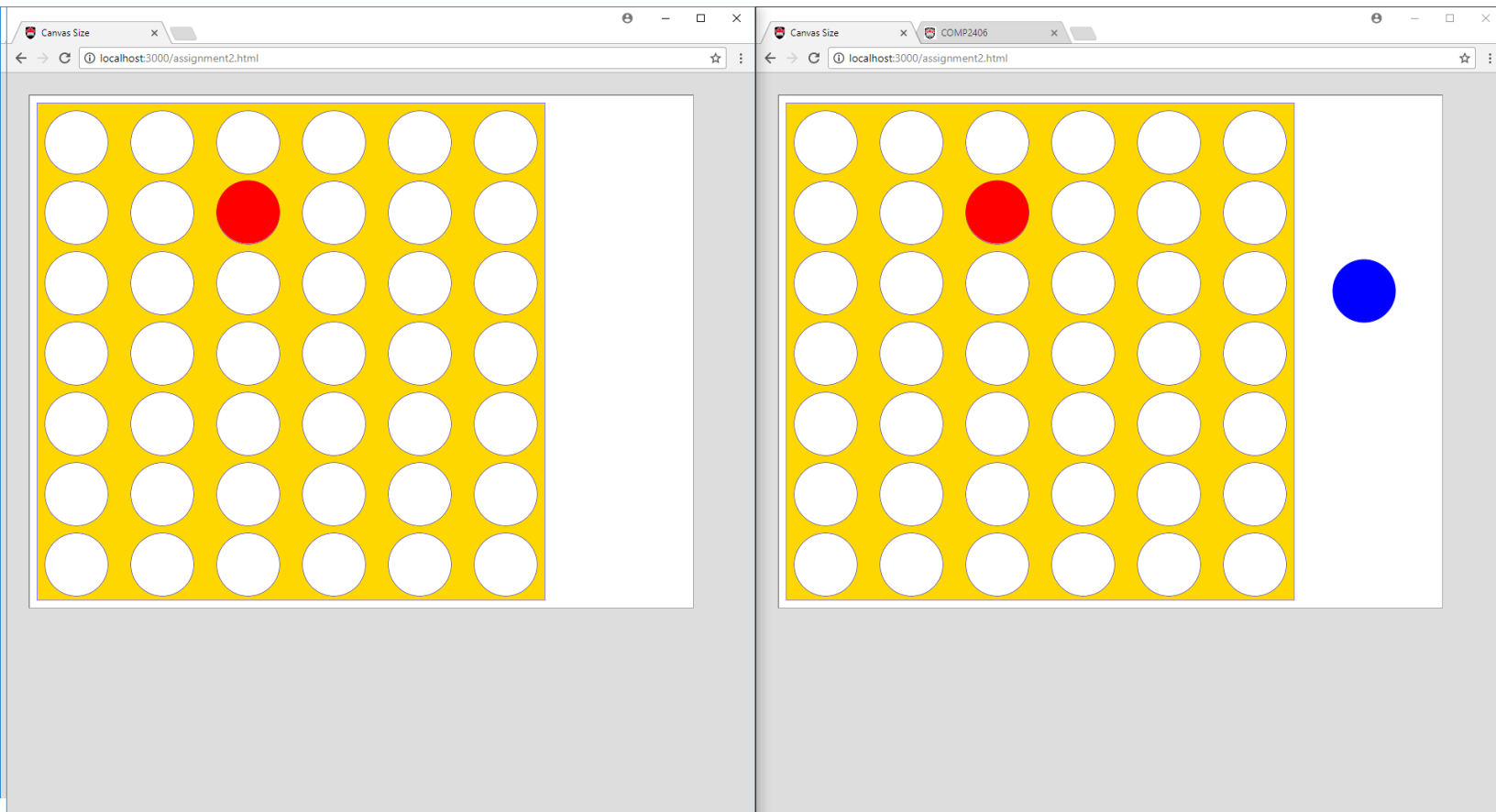
8) For each turn, the server performs a win check - looks at possible winning 'board states' for each player.
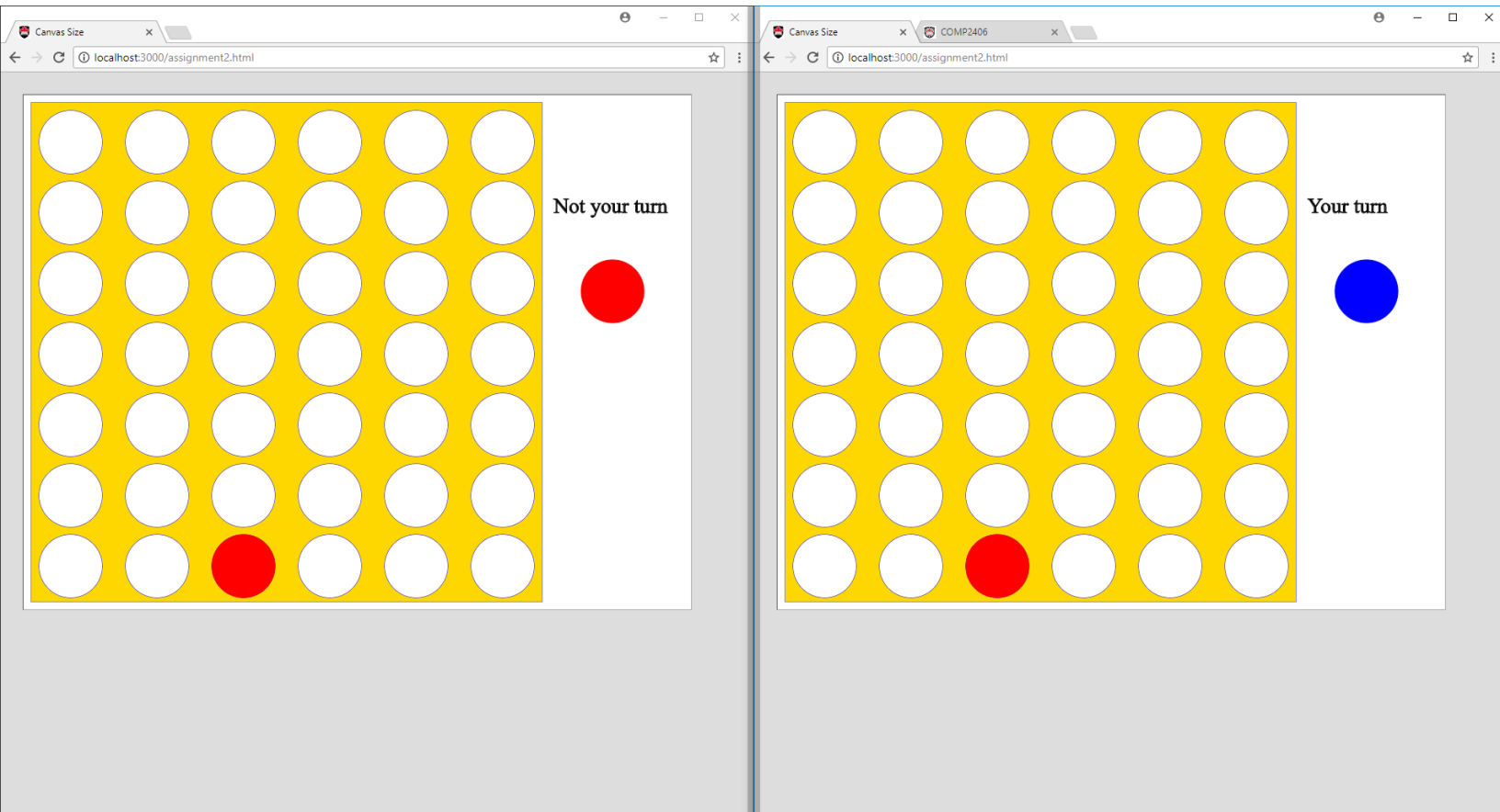
9) Once a win is achieved, the result is displayed to both clients.