Web Programming III - Assignment 2: Web Sockets Breakdown

1. Web Socket server (~40 min)
2. Requiring unique usernames (~20 min)
3. Chat message: Username + message (~20 min)
4. Random color for the people in the chat, displayed name (~15 min)
5. Send to only one person: !<username> + message (~40 min)
6. Display all users: !!users (~40 min)
7. Private chat: Person1 invites Person2 and if they accept, goes to dark design chat (~40 min)
8. Leave private room: #Leave (~15 min)
9. Private room is removed, when only 1 person in it (~10 min)
10. Rock/Paper/Scissors, invitation (~15 min)
11. Two people in one window, div, section (~15 min)
12. Countdown timer (~15 min)
13. User select buttons, rock, paper or scissors (~20 min)
14. Game over, winning condition (~15 min)
15. Chat event logs (date + message + username + length) (~20 min)
16. Game event logs (winner) (~15 min)
17. Automatically disconnect a person who has not done anything on the server for 10 minutes (~15 min)