

# Mentor Meeting Agenda 11/21

## Stuff to talk about

- Multiplayer
  - Sockets currently work, approximately
    - Damien used messages (rather than broadcasts) in one of his branches; need to make this change in other places and merge to master
    - There may be a way to have persistent storage per channel (DataStore) -- can we use this to store game state persistently? (hopefully; this would be more efficient and easier to work with in terms of legality checking and all that... but may suffer from race conditions unless we find some way to force single-threading. How does Rails/WebsocketRails do threads?)
  - Flip logic exists, may need to be improved
  - Actually ending the game is now more important
    - Current design is to change flip button to end upon empty bag
- Game replays
- Ranking
  - How to implement
  - Integrating gems into our data model
- Scoring
  - Make a better scoring algorithm
- UI
  - Adding opponent's stash into the game
  - End game screen, resets table to nil
- Revised design document
  - The critique of us
  - The "turn number" stuff may have changed
  - The storing of game state may be different if we can get this per-channel datastore (we are already loading the dictionary into memory successfully)
  - What new security concerns might we have?
    - Once old games are viewable...
    - Once a ranking system is implemented...

## Progress Report

Single Player mode is working, with a scoring system that makes it quite hard to get points at the moment. The UI is created and done with Javascript and HTML. Past games cannot currently be viewed.