Level up your mobile game

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Admin Interface

End Game   Reset Game

Questions   End current question

Click to upload or drag'n'drop questions here

A   Enter the name Alan Turing: 50 exp

≡   What is it good for, but with some longer text to   75 exp
    have multiple lines?

≡   What is it good for2?   75 exp

≡   What is it good for3?   50 exp

A   Enter the name Alan Turing: 50 exp

≡   What is it good for, but with some longer text to   75 exp
    have multiple lines?

≡   What is it good for2?   75 exp

≡   What is it good for3?   50 exp

≡   0.1 + 0.2 == 0.3   10 exp

Players   1

Dhj
Lvl. 1 + 50 exp (50 exp)   ✔ 1 ◯ 3 ✖ 1

192.168.178.20:3000

0.1 + 0.2 == 0.3

true

false

Dhj   Lvl. 1
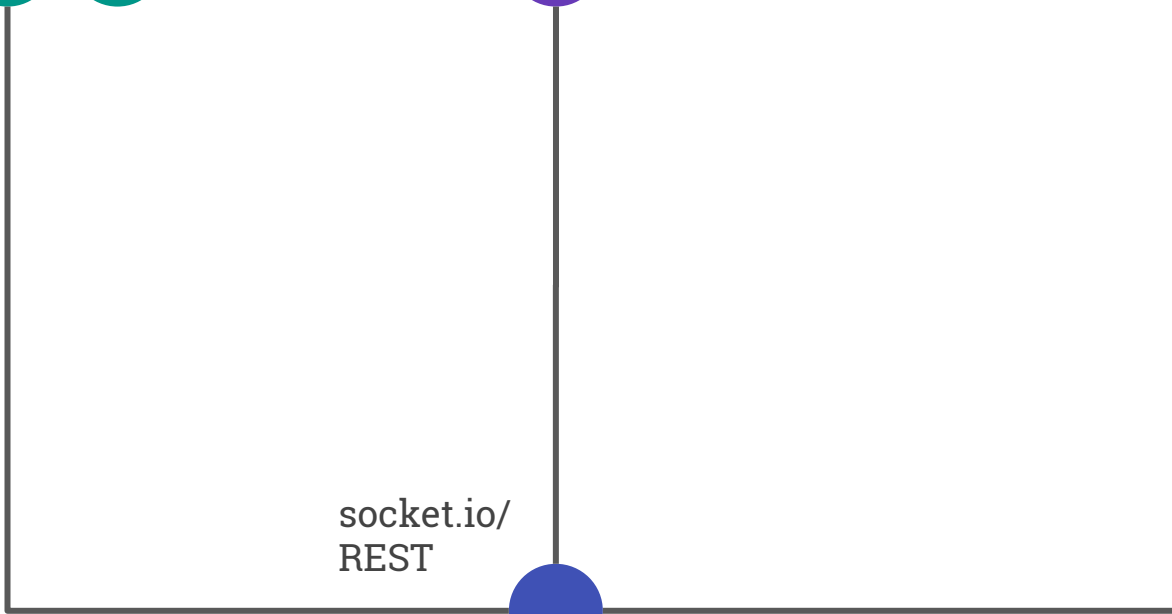
Clients (AngularJS)　　　　Screen (AngularJS)　　　　Admin-UI (AngularJS)

socket.io/
REST

Server (NodeJS, Express)

A little hint to begin with

```
$ mv gulpfile.js gulpfile.babel.js

$ npm install --save-dev babel
```

```
Enjoy ES2015 :-)
```

```
gulp.task('watch',
  [...modules, 'server'].map(mod => `${mod}:watch`));
```

What's the best JavaScript meetup?

KarlsruheJS 🔒

KarlsruheJS

Full debug log #21
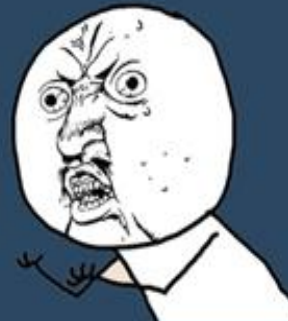
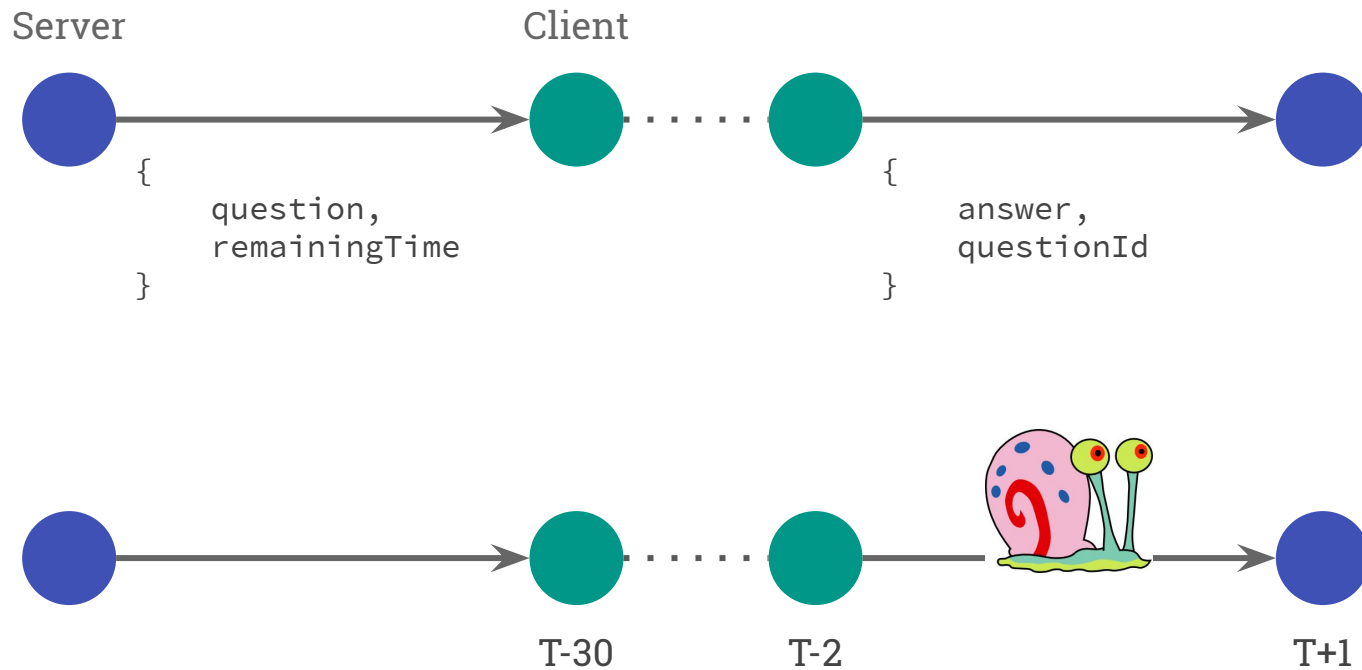**timroes** opened this issue 12 days ago · 0 comments

timroes commented 12 days ago

Owner ✎

Create a full debug log on the server to check later on for errors. Perhaps this can be also shown inside the admin UI.
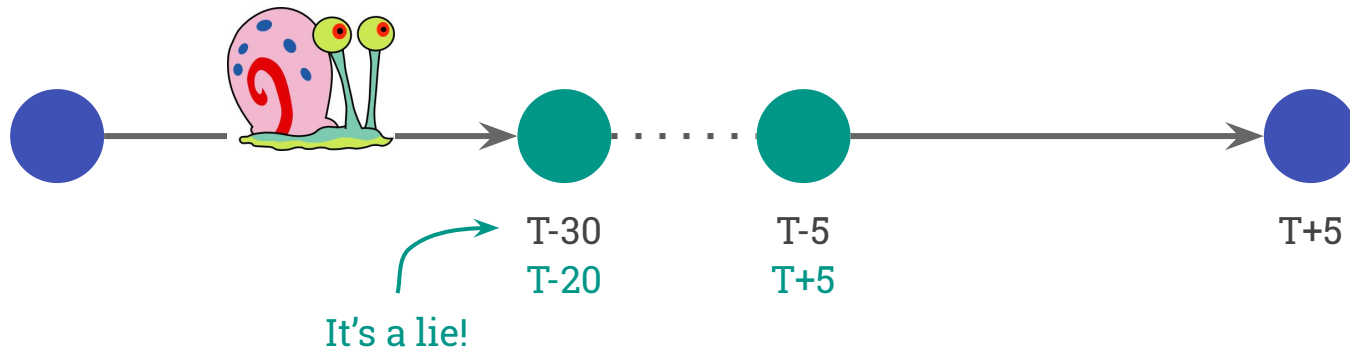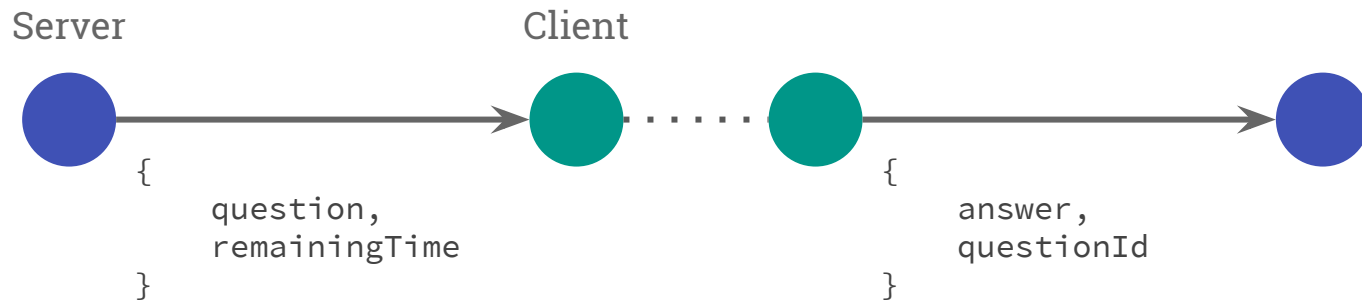
Server Client

```
{                          {
  question,                  answer,
  remainingTime              questionId
}                          }
```
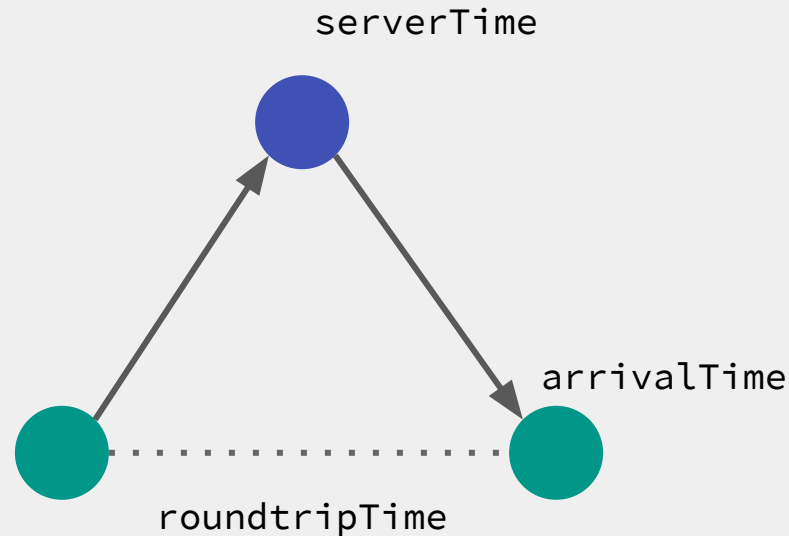
T-30   T-2   T+1

Solutions:
- Allow answers till T+2
- Better indication whether answers has been send to server (in progress)

Server   Client

{
    question,   {
    remainingTime   answer,
}   questionId
                                       }

T-30   T-5   T+5
T-20   T+5

It's a lie!

Solutions:
- use timestamps again, but how?

Measure time difference between server & client


```
var offset = (arrivalTime - roundtripTime / 2) - serverTime;


-   Throw away pings with roundtripTime > X
-   Repeat continuous and look for pings with smallest roundtripTime
```

Takeaway

socket.io is awesome, but don't trust it!

SeeeD commented 12 days ago

My screen wanted to switch off - so I tapped on the screen to keep it alive. Sadly the next question appeared and I clicked an answer randomly.

timroes added challenge accepted label 12 days ago

API?

511 Bytes / 693 Characters

```
<video loop>
  <source type="video/webm" src="data:video/webm;base64,
      GkXfowEAAAAAAAfQoaBAUL3gQFC8oEEQvOBCEKChHdlYm1Ch4ECQoWBAhhTgGcBAAAAAAByBFN
      m3RALE27i1OrhBVJqWZTrIHfTbuMU6uEFlSua1OsggEwTbuMU6uEHFO7a1OsggGr7AEAAAAAACk
      AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA
      AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA
      AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAVSalmAQAA
      AAAAAEUq17GDD0JATYCNTGF2ZjU2LjI1LjEwMVdBjUxhdmY1Ni4yNS4xMDFzpJDspePG9gGwYQj2
      5uHJdXqORImIQECAAAAAAAWVK5rAQAAAAAADuuAQAAAAAADLXgQFzxYEBnIEAIrWcg3VuZIaF
      Vl9WUDiDgQEj44OEAfygVeABAAAAAAABrCBAbqBAR9DtnUBAAAAAAAKOeBAKOjgQAAgBACAJ0B
      KgEAAQAARwiFhYiFhIgCAgAMDWAA/v+j3gAcU7trAQAAAAAABG7j7OBALeK94EB8YIBd/CBAw==
      ">
</video>
```

19:42
Sunday, November 22

🔊 **LVLUP-Game**
http://192.168.178.20:8080
‖

Significant less characters

```
<video loop>
  <source type="video/webm" src="data:video/webm;base64,">
</video>
```

Takeaway

No API? No Polyfill? No Problem!

AngularJS with ES2015

```javascript
gulp.task('scripts', function() {
  return gulp.src(sources.scripts)
    .pipe(/* … */)
    .pipe(gulp.dest('build'));
});
```

```javascript
var gulpBabel = require('gulp-babel');

gulp.task('scripts', function() {
  return gulp.src(sources.scripts)
    .pipe(gulpBabel({ presets: ['es2015'] }))
    .pipe(/* … */)
    .pipe(gulp.dest('build'));
});
```

```javascript
// require browserify, babelify, vinyl-source-stream,
//         vinyl-buffer

gulp.task('scripts', function() {
  var sources = browserify({
    entries: 'src/scripts/app.js',
    debug: true
  })
  .transform(babelify.configure());

  return sources.bundle()
    .pipe(vinylSourceStream('app.min.js')
    .pipe(vinylBuffer())
    .pipe(/* … */)
    .pipe(gulp.dest('build'));
});
```

app.js

```javascript
import MyController from
'./controllers/MyController';
import MyService from './services/MyService';

angular.module('myApp', [])
  .controller('MyController', MyController);
  .service('MyService', MyService);
```

MyService.js

```javascript
export default class MyService {


  constructor($q) {
    this._$q = $q;
  }


  getSomething() {
    return this._$q.when(42);
  }

}
```

MyService.js

```javascript
export default class MyService {

  /*@ngInject*/
  constructor($q) {
    this._$q = $q;
  }

  getSomething() {
    return this._$q.when(42);
  }

}
```

MyService.js

```javascript
export default class MyService {

  constructor($q) {
    'ngInject';
    this._$q = $q;
  }

  getSomething() {
    return this._$q.when(42);
  }

}
```

github.com/timroes/lvlup-game

Questions?!