

Languages/Frameworks used (10 points)

- 10 - Learned React.js frontend
- 0 - Used SocketIO backend
- 0 - MySQL Database

Functionality (70 points)

- 5 Users can login with a username and password
- 5 User can register with a username and password
- 10 User can create a game room for TicTacToe
- 10 User can join and leave any room at anytime
- 10 A User can play with another user or watch the game. Only two users can play at the same time.
- 10 The room owner can start a new game at any time.
- 10 Database will store username and password; Socketio will store game state, room info, and user action.
- 10 Each Room has a room chat. Users in the room can chat with each other.

Best Practices (5 points)

- 3 Code is readable and well formatted
- 2 All pages pass the html validator

Site is Visually Appealing (5 points)

- 5 CSS animation for game pieces, win/lose/draw

Creative Portion (5 points)