Product Requirements

2 Player Games

Minimum Viable Product:

- Connection Between Server and Players
    - Creates lobby on player connect
    - Creates game when both players are connected
    - Keeps track of game state
    - Able to broadcast moves/game board to all players
- 1 functional Game (Checkers)
    - Knows game state
    - Know who is playing
    - Knows valid moves
    - Knows who's turn it is
- Frontend UI
    - Has a main page to choose a game
    - Checker board/tik tac toe board
    - Produces link to send to another player
    - Show's who's turn it is
    - Indicates valid moves (droppable feature)
    - Sends moves to backend (Web socket connection)
    - Receives game state from backend (Web socket connection)

Demo 1 (October 30th)

- Basic UI
    - Displays game state for tic tac toe board
    - Connects to socket (doesn't have to send viable info yet)
- Server
    - Can create lobby between 2 connections
    - Sends default board to client

Demo 2 (November 20th or 27th)

- UI
    - Can move game pieces
    - Sends moves to backend
    - Can display game state for checker board

- Server
  - Can receive moves from client
  - Can send updated board to other player

Demo 3 (December 11th)

- Working checkers game and tic tac toe
- UI looks nice
- Backend properly handles moves for both games (game logic correct)
- Frontend can create lobbies for either game and display either game board