Blog post – Project 2

For project 2 my goal was to create a Haiku Exquisite Corpse chatroom that allowed a group of people online to collectively write abstract haikus. I was inspired by the Chirp and Socket chatroom examples as well as some online tutorials on Socket Web chatrooms.

My first main set of challenges was the log in page. I watched this tutorial (<https://www.youtube.com/watch?v=jD7FnbI76Hg&ab_channel=TraversyMedia>) which used query to get the username and room name from the login page, but I had a very difficult time implementing this and getting the usernames and room names to show up on the private chat page. I also struggled a lot with getting the username and room names to print to an NEDB to save them with the “haiku” so I ended up not showing this page during my presentation.

I also realized that the haiku part was also going to become a challenge. I decided I would definitely need a visual to illustrated how many syllables were left on a current line in a current haiku, as well as somehow limiting the chat input syllables. I decided to change my focus to a general exquisite corpse as this was no longer a factor, though I’m still working on ways to limit users to entering one word, such as character limits.

I got some really good feedback after my presentation on how the experience should be the focus, and maybe the complicated username/room name situation wouldn’t be necessary. I was also advised to consider making it a time-based game instead of a topic/theme-based, which could also help keep the game moving in case some online users become inactive.

I plan on continuing this project for the final and I’m looking forward to creating a cohesive and successful exquisite corpse experience!