Assignment 2: Word Matcher

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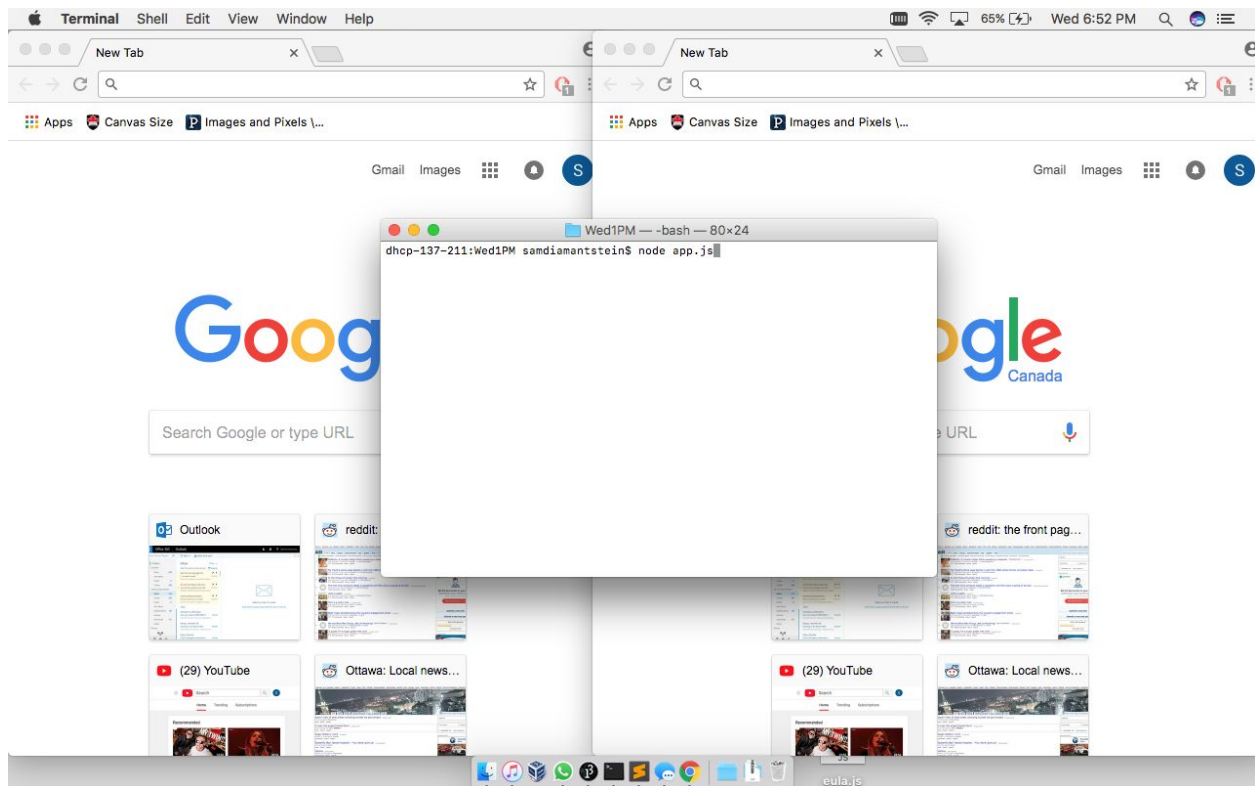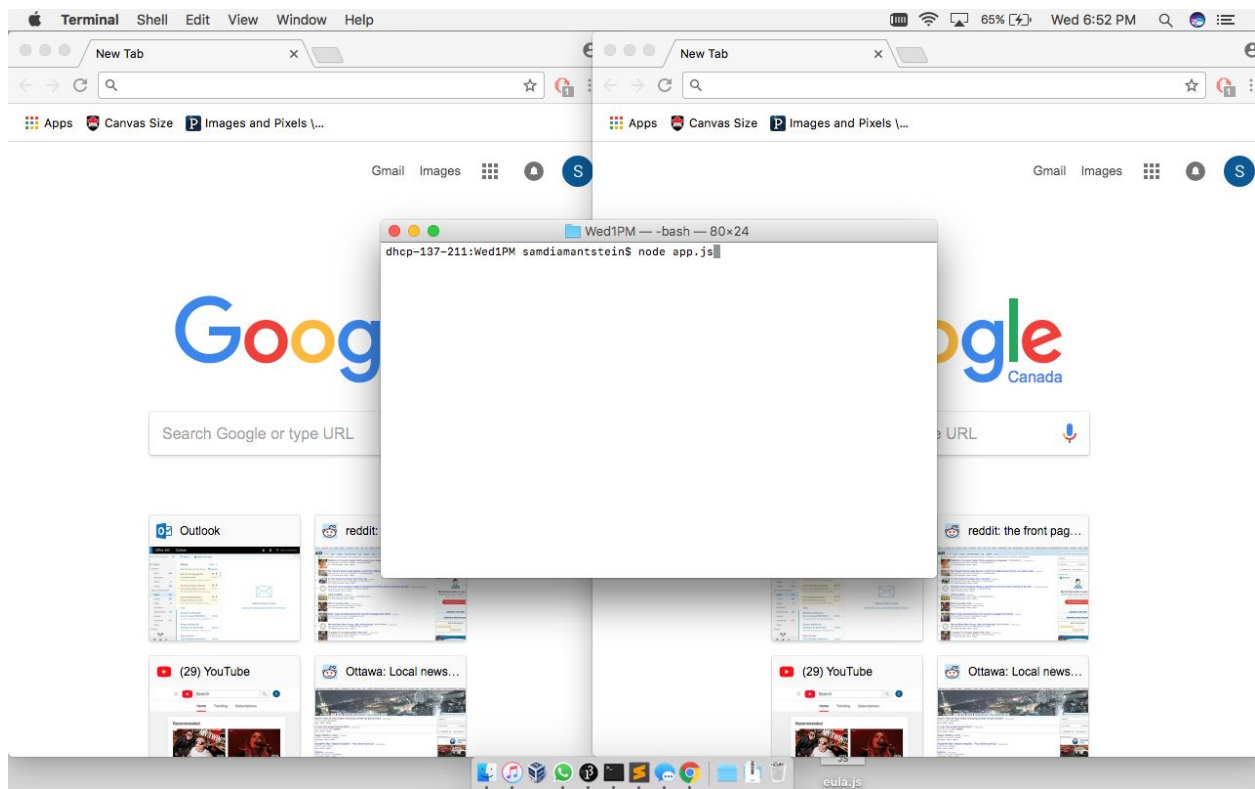Sammy Diamantstein: 101060342

Intended Service

- The Word Matcher App was developed as a game in which the 2 players, Blue and Red, race against one another to find the correct word floating on screen that corresponds to the definition below the area of game play.
- The winner is defined by who can drag the word back to their corner fastest. A player can also score against themselves by dragging the word into their opponent's corner.
- The result is that the game can teach people the meaning behind certain words and encourage the development of fast reflexes.

App Launching & Usage

- to play one round of the word matcher game, in terminal, run the command
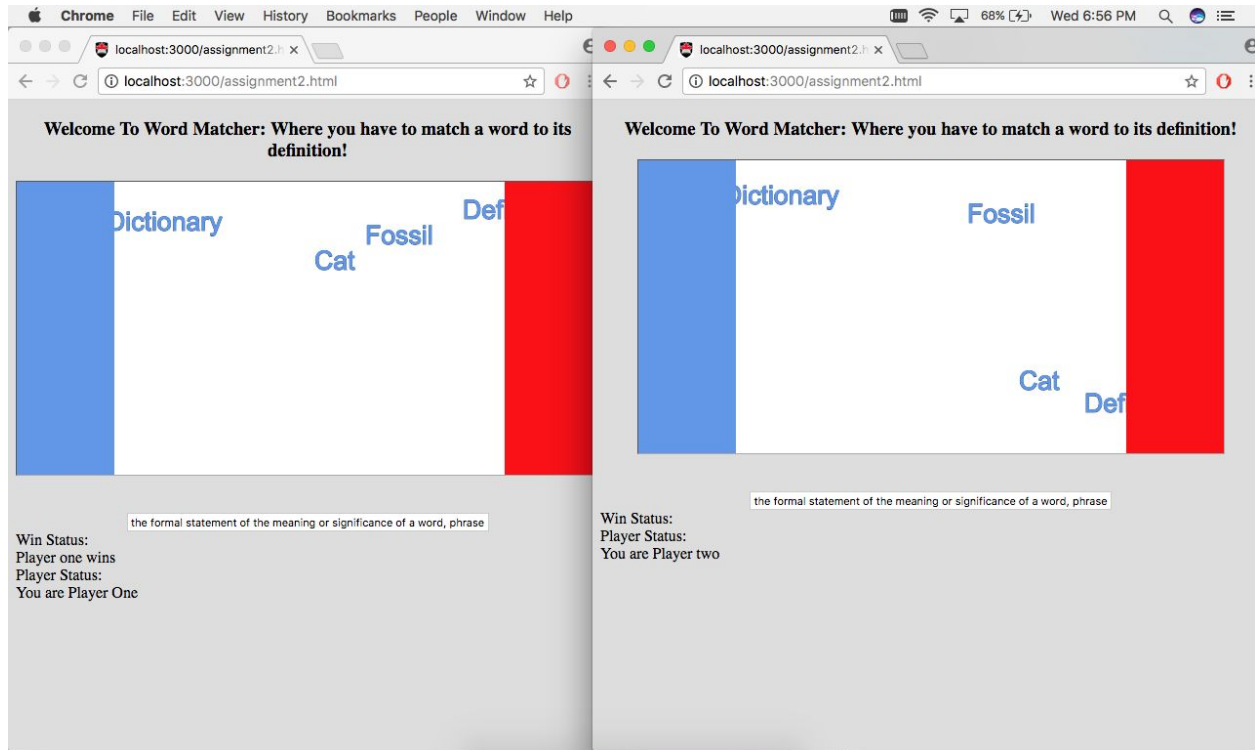$ node app.js

- then, once the server is running, please open up two chrome browsers to
http://localhost:3000/assignment2.html

Play the Game
- Enter a name for each of the opponents
- Grab the word "definition" into your corner if you are player one, and if player two, bring it to the right side

- play the game, as specified in the game guide. Once a game is done, please refresh the server, and refresh the browser windows to play again.