H5游戏部

产品与技术展示



全新的开发框架

H5游戏与社交平台

你画我猜







Vuejs



NodeJS



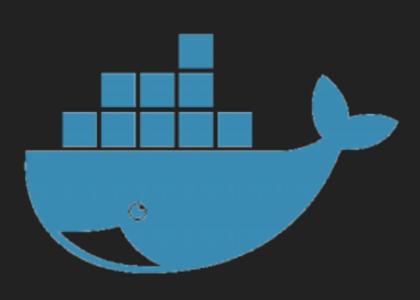
Typescript



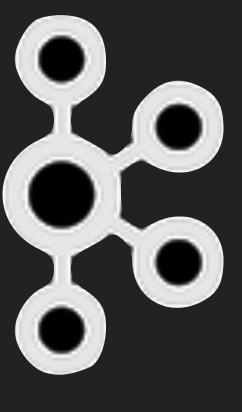
Redis



Mongodb



docker



kafka

LOGIC 应用开发框架







Jenkins

禅道

scrum

```
to ce_t,
                         input,
                        integer,
                        model,
                      optional,
                      output,
                     string,
                } from "../../../nnt/core/proto";
                      type
               import {TemplateModel, TemplatePayload} from "../../...
             import {colarray, coldouble, colinteger, colstring, coltype, tal
             // 画布状态
      28
            @model()
           export class DrawQueState (
            @integer(z, [input, output], "WE")
   24
          @string(2, (input, output), "**(E")
          color; string;
29
    11 画布上的元族
   @model([auth], TemplateWodel)
  export class DrawQueElement extends TemplateModel (
  Gtype(1, DrawOueState, General, Support, Output, Output, Optionall)
  Garray(2, Gounts, 3, Lingui, Guipe(1)
 Pounts = new Arrayenumbers();
Odouble(3, lineur)
```

客户端

完成80个任务

完成用户模块

完成房间模块

完成即时聊天模块

你画我猜的DEMO

服务端

完成50个任务



演示