



<https://twitch.tv/justthebenno>



<https://github.com/just-the-benno/BlazQ>

Going Live!

BlazQ

Episode 06





Episode's goals: Playing BlazQ with Friends

- Using a browser everywhere in the world and playing BlazQ



Episode's Content

- Report on the last episode
- Jump into coding



Learning Values

1. There are no dumb questions
2. No one is free of error
3. It's about learning
4. Respect



Report on the last episode

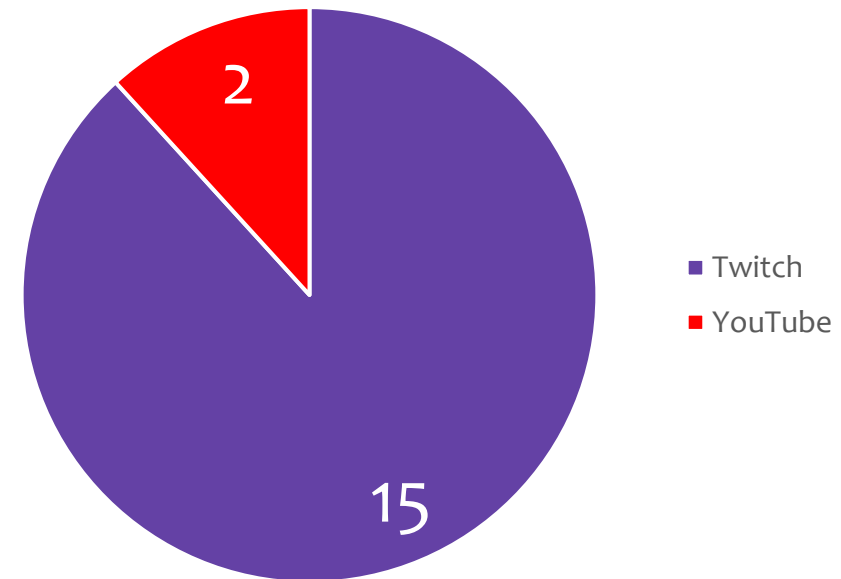
Statistics, Feedback and Implications



Statistics

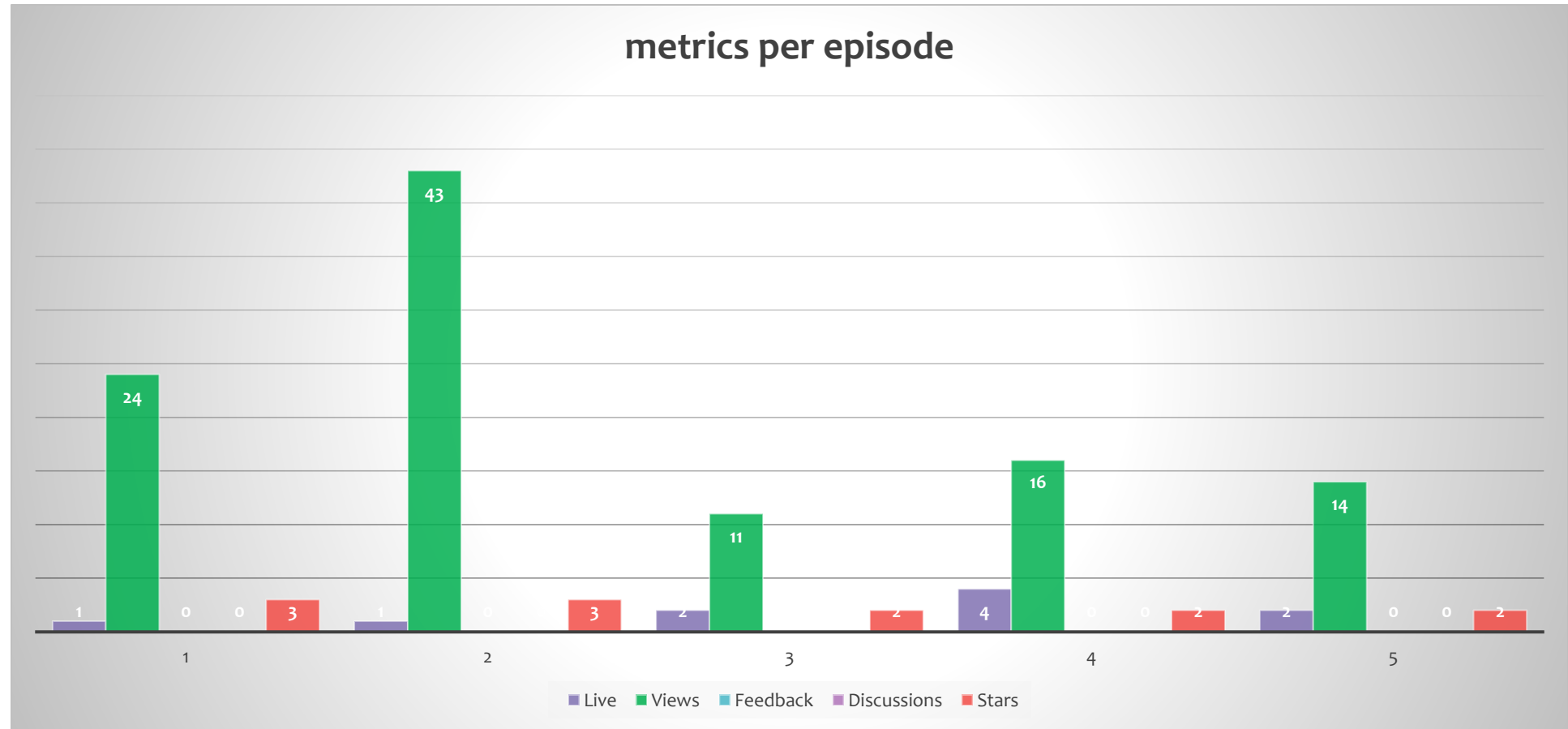
- Live viewer: 2
- Recorded stream viewer:
 - Twitch: 12 (-3)
 - YouTube: 2 (+1)
- Feedback form received: 0
- Discussions: 0

Recorded Views per platform



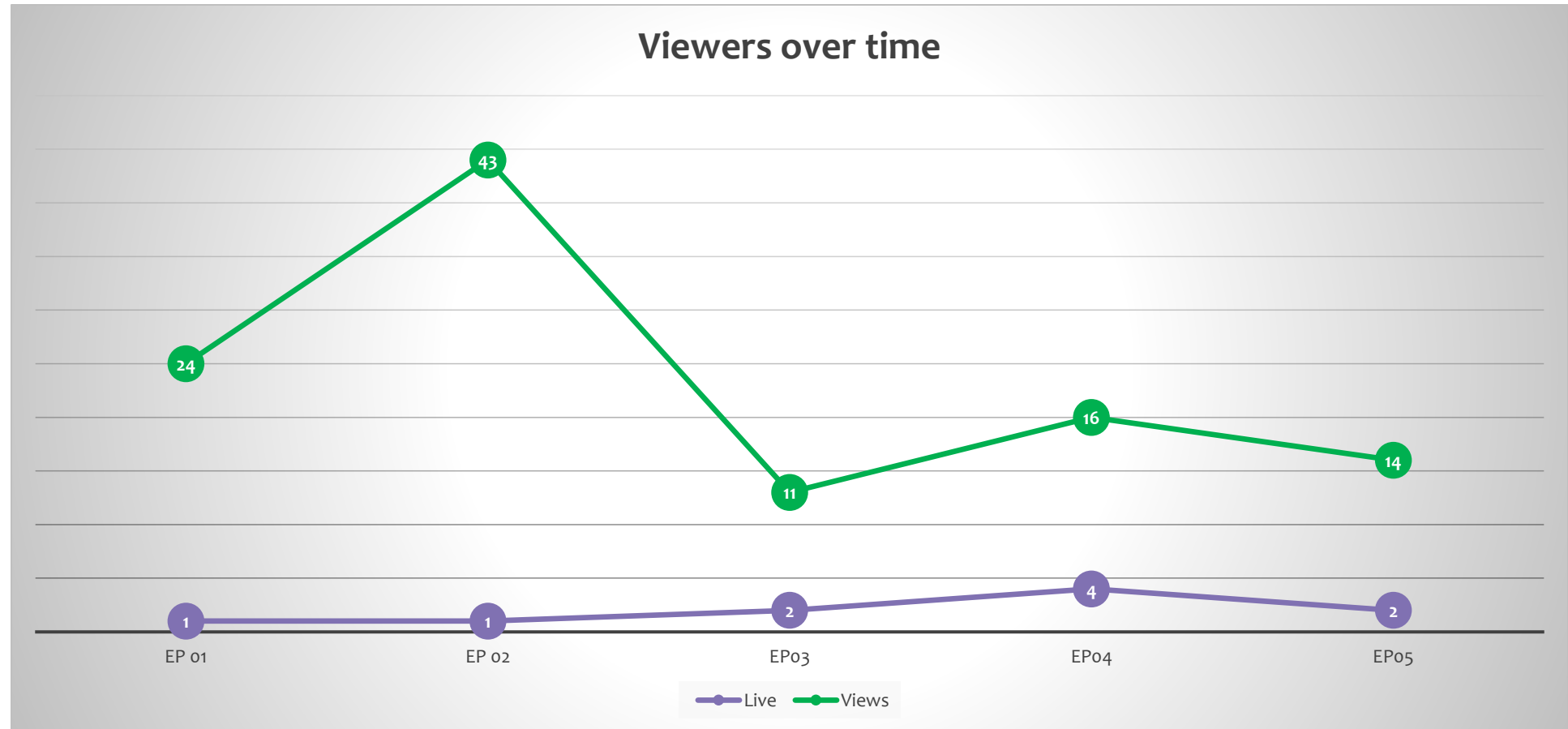


Statistics over time



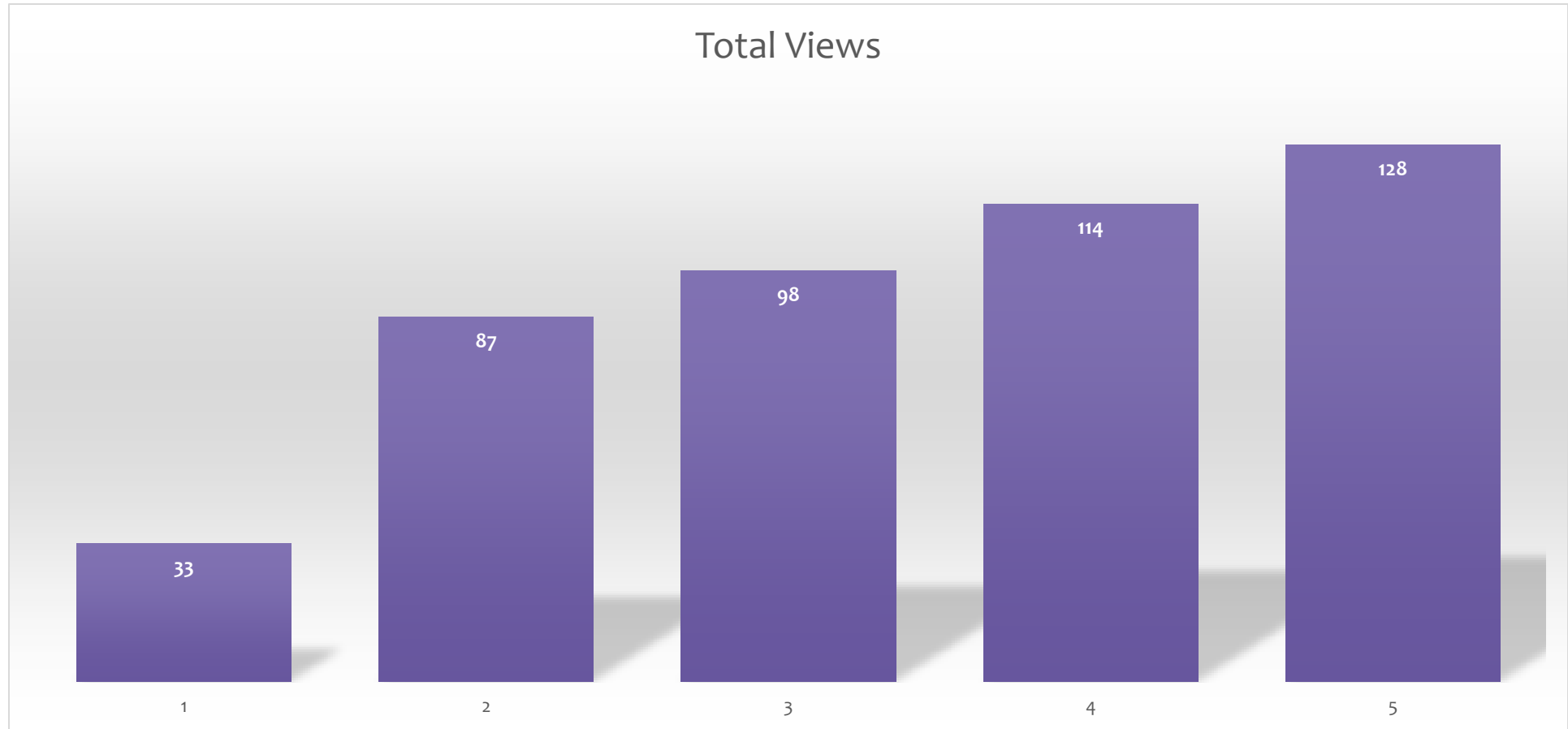


Views per episode





Total view count over time





Feedback && What's new?

- So far no feedback received





Report summery

- Slowly but steady towards the end





Going live

Adding a countdown and getting ready for
deploy



Debrief

Wrapping up the episode



Summary

- First “Iteration” finished
 - BlazQ can be played everywhere
- A Blazor (WASM) app is a bunch of files
- Files can be served by a server
- Modern Clouds provides a lot of service



Summary

- Sadly, the VS Code extension didn't work (for me)
 - But hopefully in the future
- Be excited to make it a multiplayer game



The session plan – II

- Be seated in the lobby
 - First step in the multiplayer domain
- BlazQ goes Multiplayer
 - Adding the mechanics for the multiplayer option
- The hall of knowledge
 - Persisting a high score and more
- This is my lobby
 - Introducing authentication and privacy into BlazQ
- [Outro] Ain't no sunshine when it's gone
 - The careers as a software developer



Next Episode

- Be seated in the lobby
 - Create a lobby to start a game
 - Save data into the cloud
- Episode at Thu, 04 Mar, 8 PM PST
- Link: <https://twitch.tv/justthebenno>



Questionnaire

- Help me to improve the learning experience
- A quick form, taking less than 5 minutes to complete
- The results (and impacts) will be shown next episode
- <http://bit.ly/3dLAtbf>



Thanks for listening

- I appreciate your time
- If you enjoyed it, spread the word and see you on the next episode
- If not, feel free to tell me why