



<https://twitch.tv/justthebenno>



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

Dressing up

BlazQ Episode 03






Episode's goals: Playing a round of BlazQ

The screenshot shows a web browser window with the title 'BlazQ.Episode3' and the URL 'https://localhost:5001'. The page has a dark purple background. At the top left is a small BlazQ character icon. To its right, the text 'Welcome to BlazQ' and '# The new quiz in town' is displayed. In the center, there is a 'Create your profile' form with a 'You Playname' text input field and a 'Choose your Avatar' dropdown menu showing 'Select an avatar'. At the bottom of the page, there is a dark purple bar with a teal 'Start' button in the center.

BlazQ.Episode3 x +

← → ↻ 🔒 https://localhost:5001 🔍 ⚙️ ⚙️ 🔒 InPrivate ...

 Welcome to BlazQ
The new quiz in town

Create your profile

You Playname

Choose your Avatar

Select an avatar ▼

Start



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

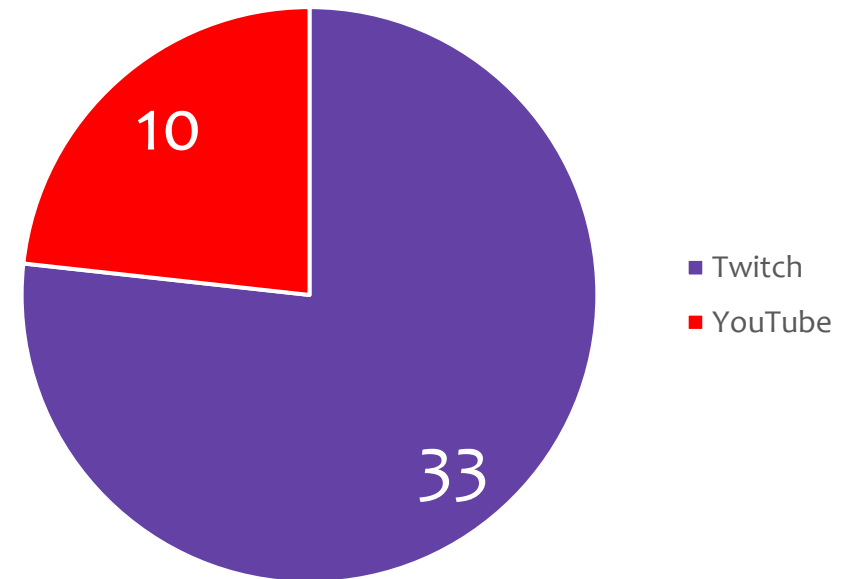
Statistics, Feedback and Implications



Statistics

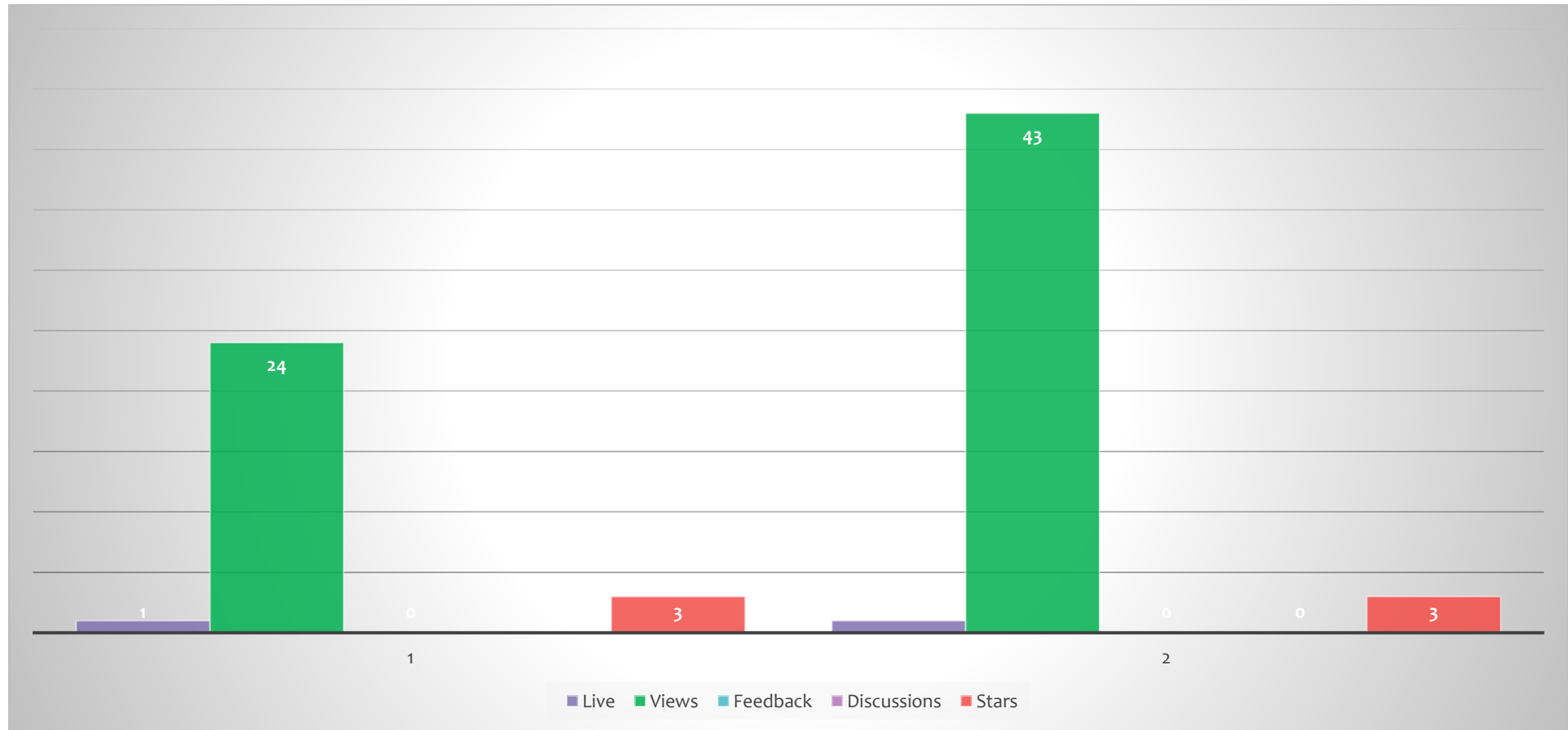
- Live viewer: 1
- Recorded stream viewer:
 - Twitch: 33 (+9)
 - YouTube: 10 (+1)
- Feedback form received: 0
- Discussions: 0

Recorded Views per platform



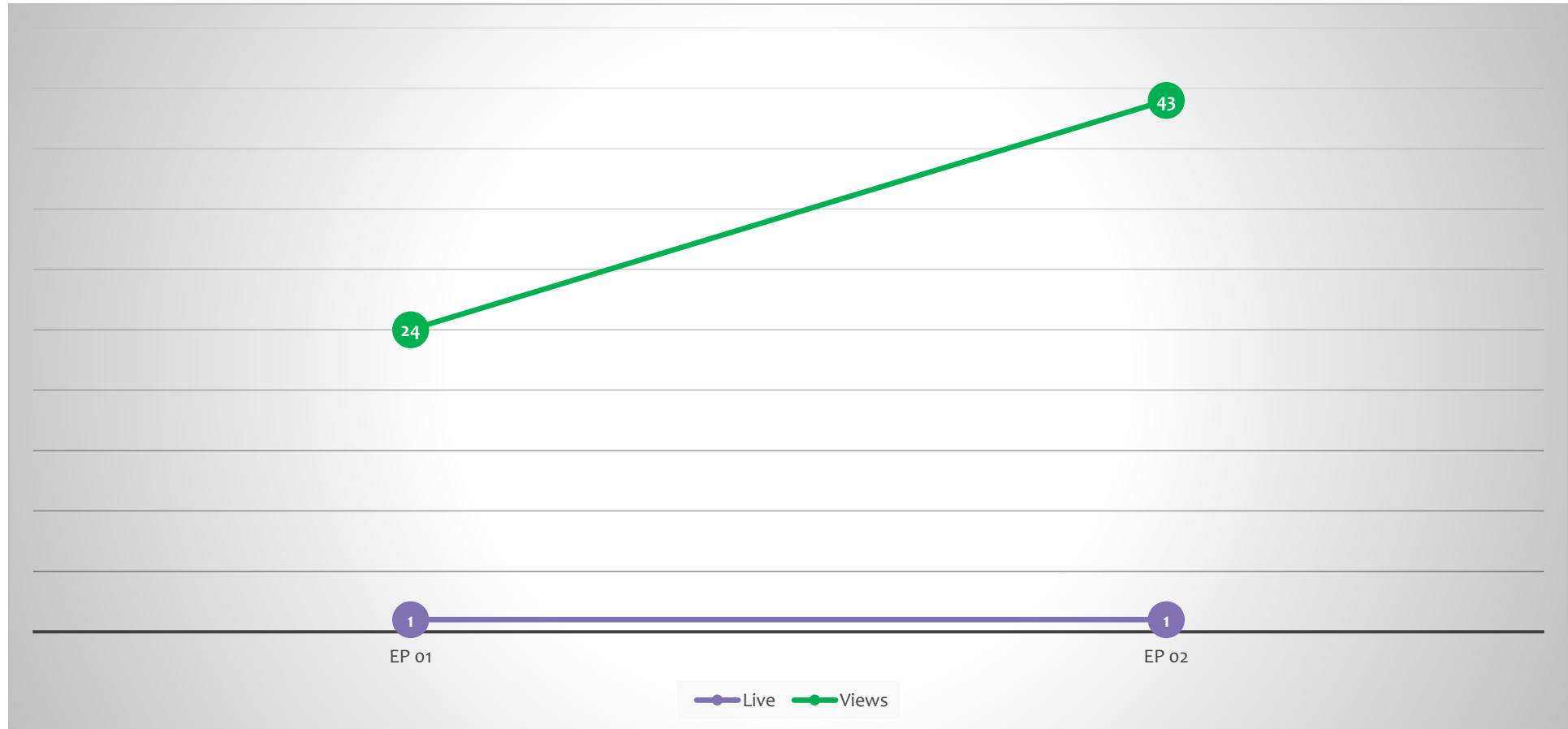


Statistics over time



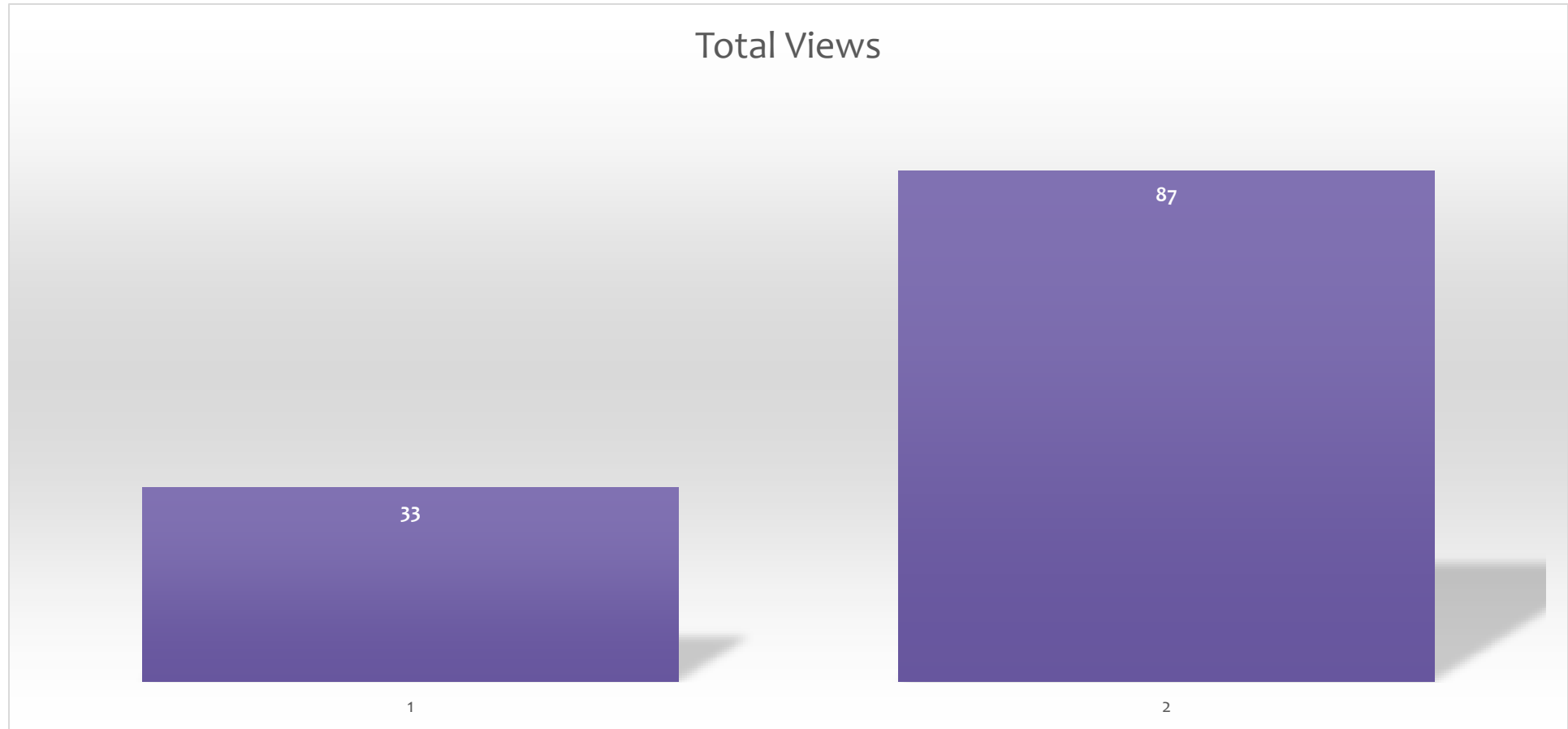


Views per episode





Total view count over time





Feedback & What's new?

- So far no feedback received
- No changes





Report summery

- It takes time to build a community
- But we have increased viewers





Making it pretty

Bootstrap and Responsive Web Design



Debrief

Wrapping up the episode



Summary

- BlazQ looks good!
- We know what responsive web design is
- Components are great
 - Better reusability
 - Less code more output



Summary

- Responsive web design can be tricky
- A good design and useability is a lot of work
- Not necessarily the skillset of a software dev



The session plan – I

- Couch Coop
 - Adding multiple players that can play locally
- Uprising of the Jokers
 - Add more elements to the game
- Go live
 - Finishing touches and deploy the application, so that everyone in the world can use it



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

- Couch Coop
 - Acting based on keyboard events
 - More player, more logic?
- Episode at Thu, 11 Feb, 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/3rl9t63>



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