



<https://twitch.tv/justthebenno>



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

Going Live!

BlazQ

Episode 06





Episode's goals: Playing BlazQ with Friends

- Connecting and joining lobbies via the public internet



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

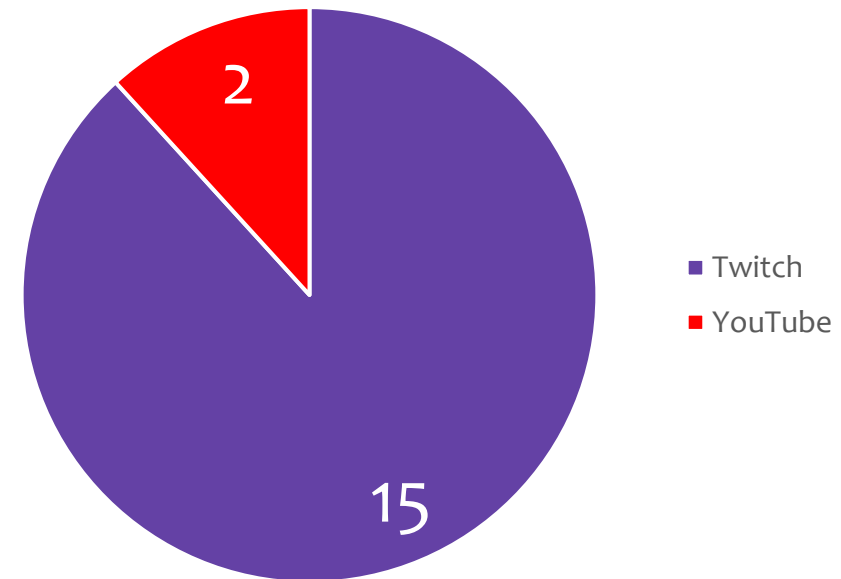
Statistics, Feedback and Implications



Statistics

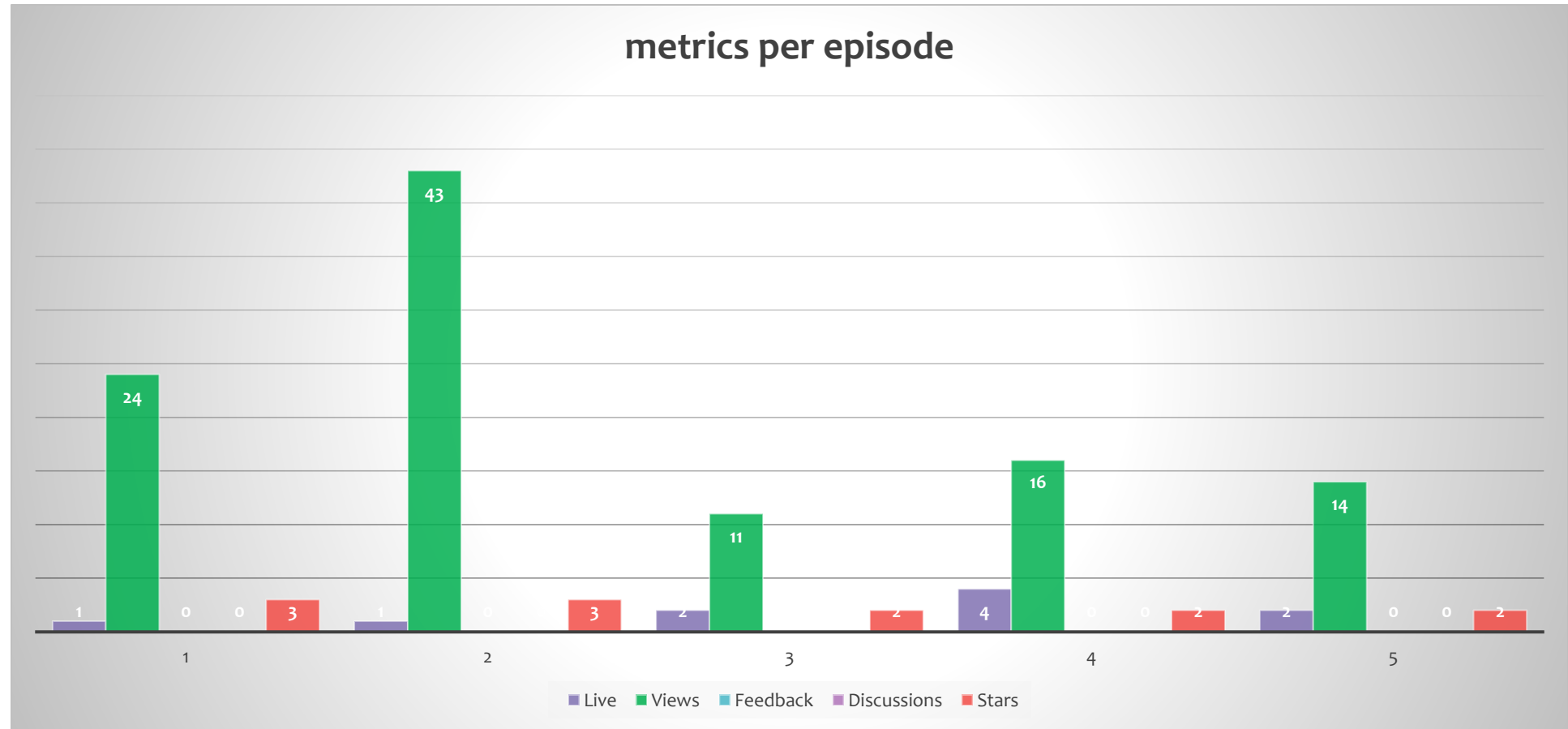
- Live viewer: 2
- Recorded stream viewer:
 - Twitch: 12 (-3)
 - YouTube: 2 (+1)
- Feedback form received: 0
- Discussions: 0

Recorded Views per platform



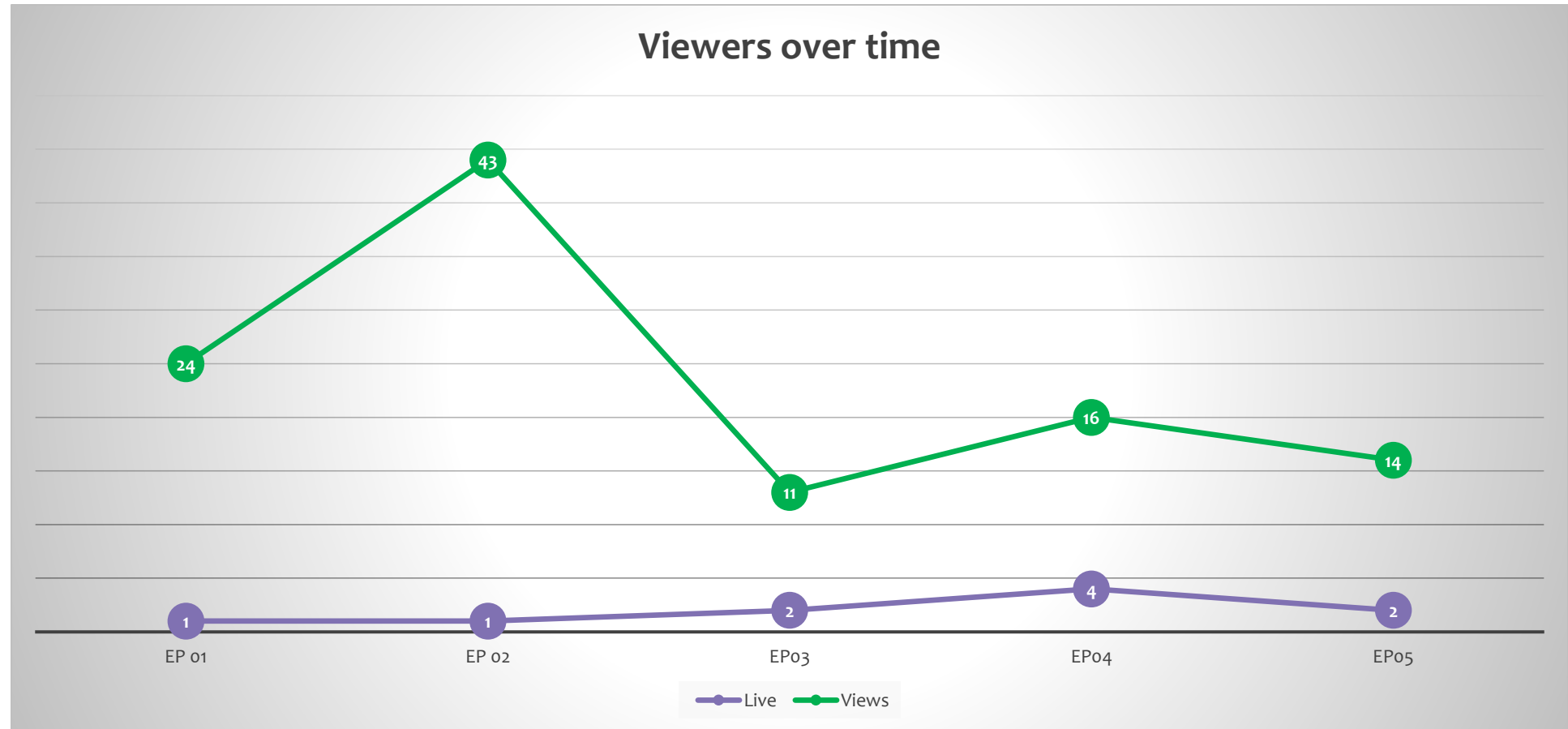


Statistics over time



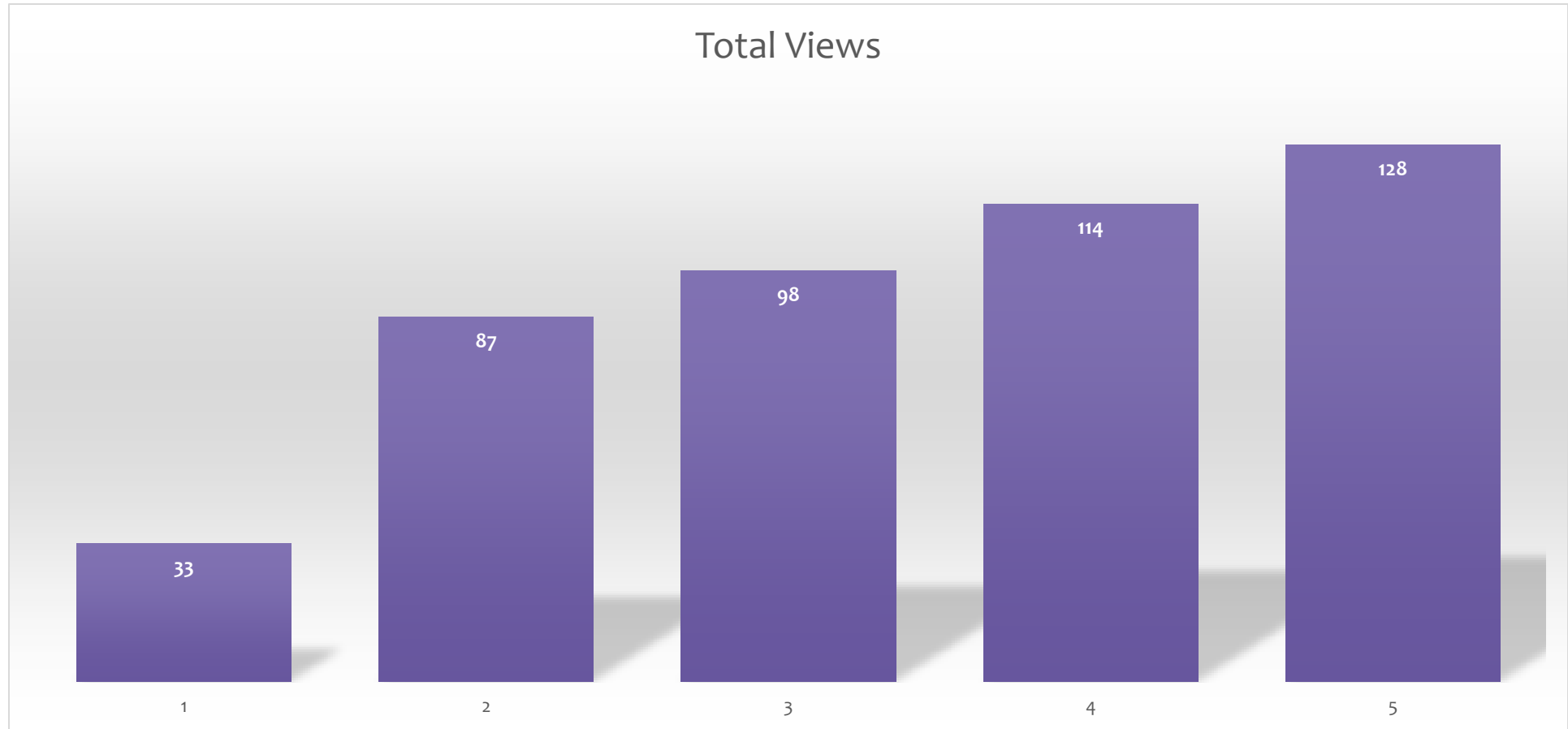


Views per episode





Total view count over time





Feedback && What's new?

- So far no feedback received





Report summery

- It is the second half
- Now more advanced topics, maybe a different trajectory?





Let's be seated in the lobby

Adding communication to the game



Debrief

Wrapping up the episode



Summary

- Blazor (and other web apps) using HTTP to communicate to server
- They have a request and response way of communication
- We can model that in the application
- A Controller is the glue
 - Creating domain/business logic representation → Send it to the domain layer → Transforming the output to the client



Summary

- SignalR allows us to send notifications from the server to the client
- SignalR uses Hubs as the “glue”
- Blazor uses a reactive Hubconnection
 - Defining methods, that are executed, when a notification is received



The session plan – II

- 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

- BlazQ goes Multiplayer
 - Cleaning the mess up from today
 - Going further an implementing the game mechanic via Client-Server communication
- Episode at Thu, 11 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/2MKzwF4>



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