



<https://twitch.tv/justthebenno>



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

# We go 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

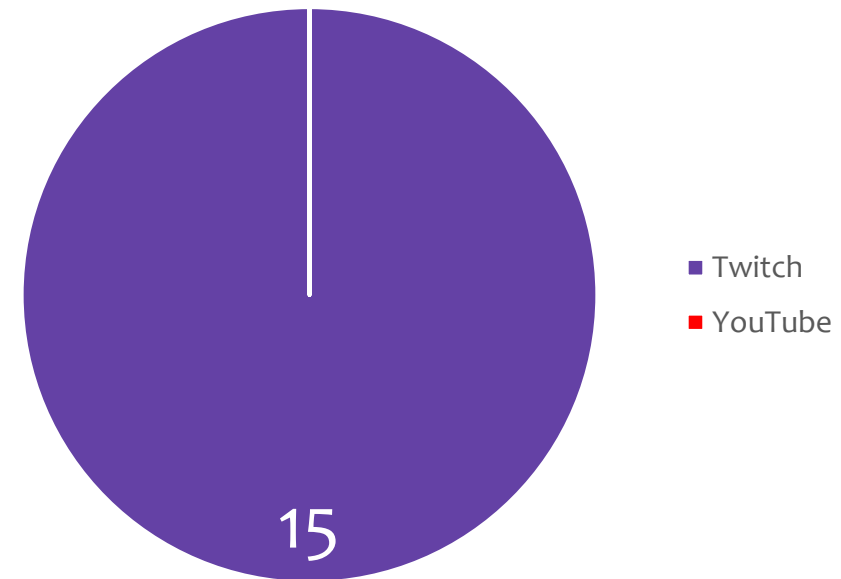
Statistics, Feedback and Implications



# Statistics

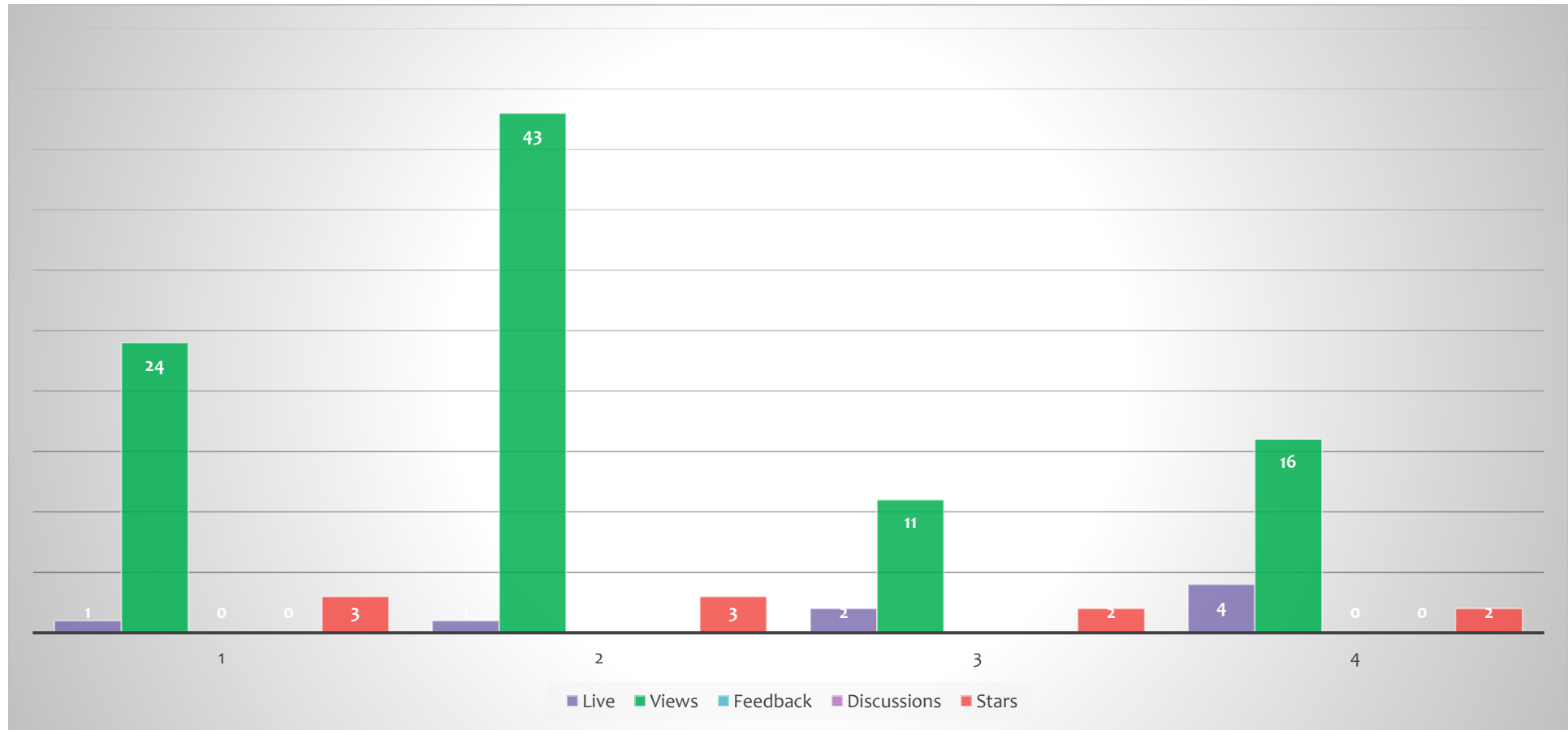
- Live viewer: 2
- Recorded stream viewer:
  - Twitch: 15 (+4)
  - YouTube: 1 (+1)
- Feedback form received: 0
- Discussions: 0

Recorded Views per platform



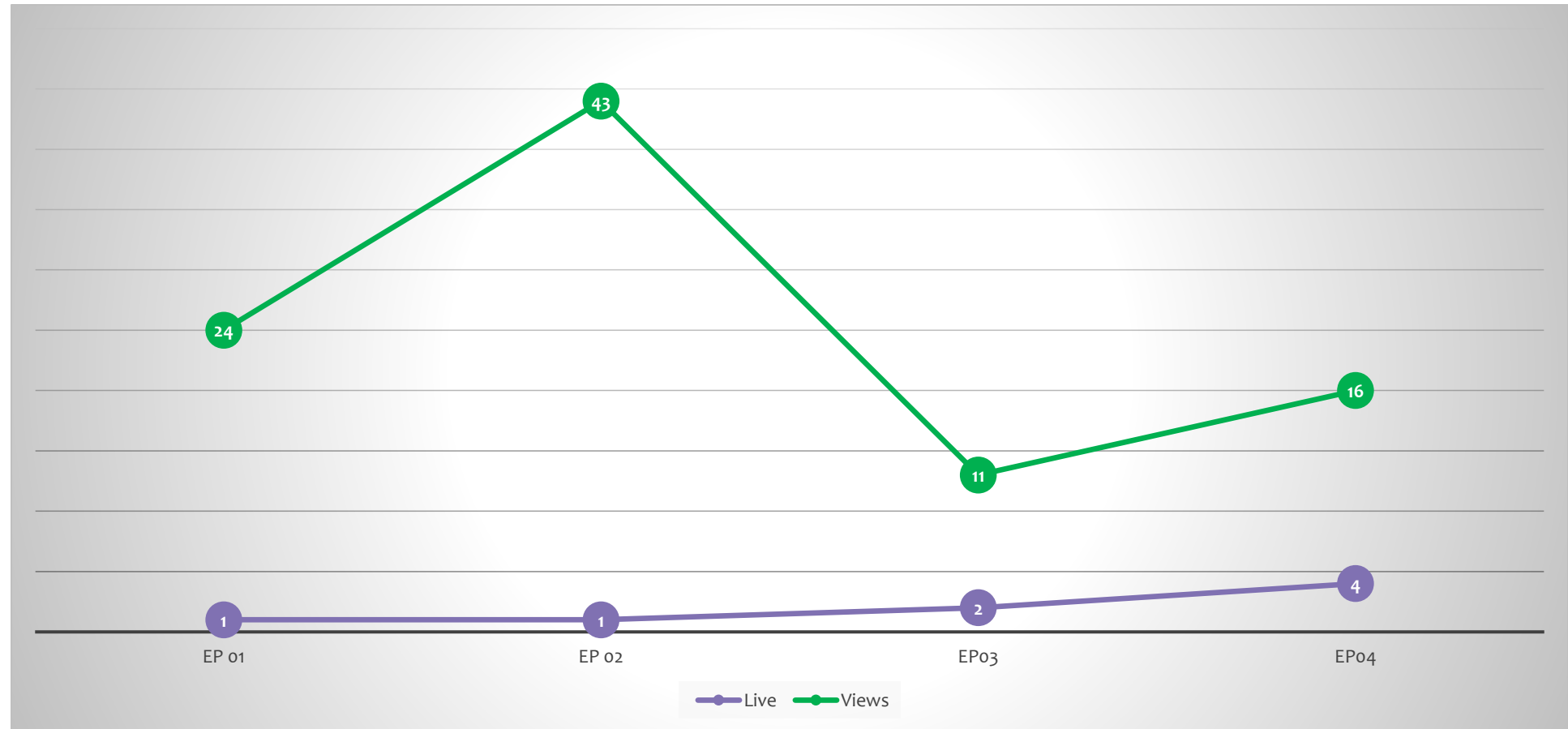


# Statistics over time





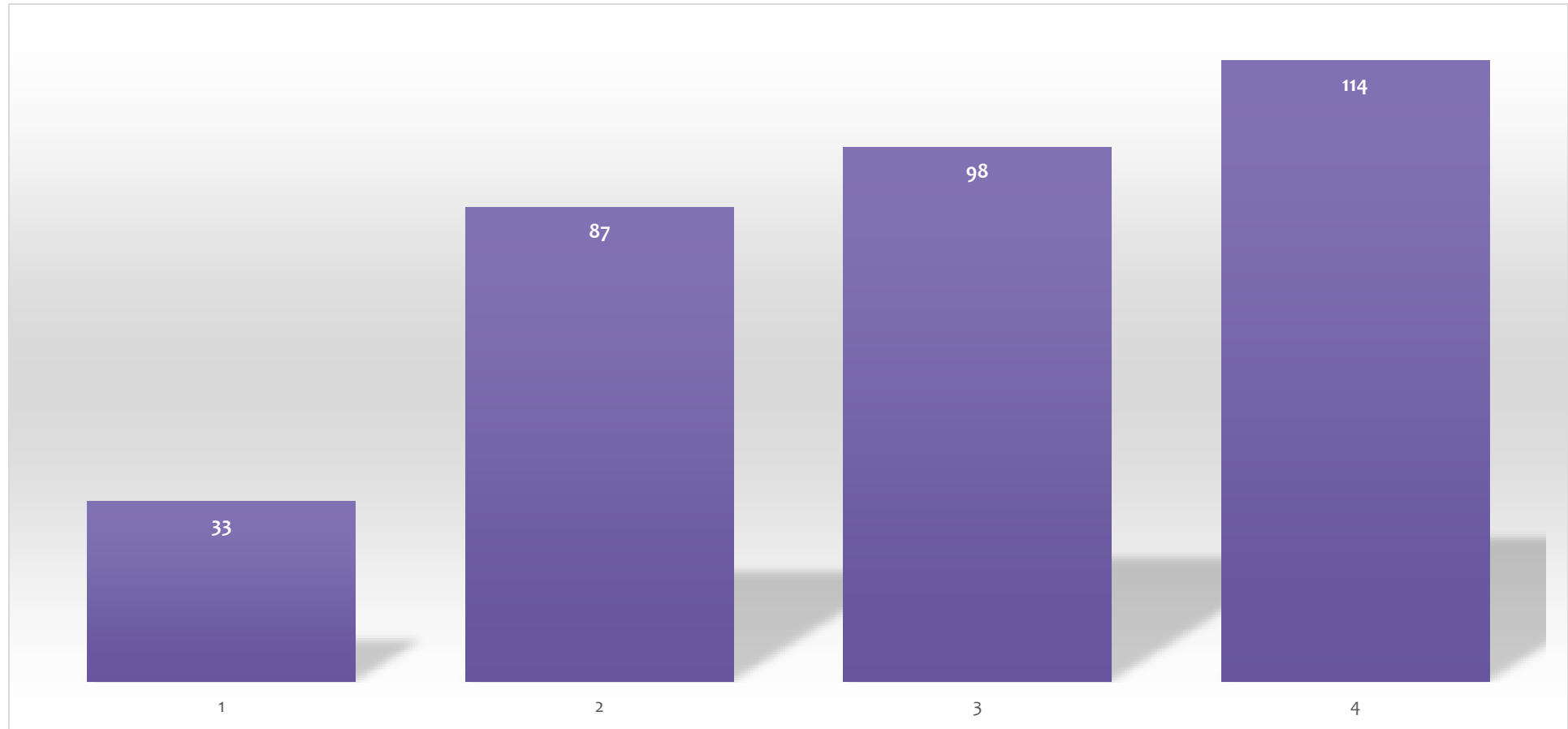
# Views per episode







# 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