



<https://twitch.tv/justthebenno>



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

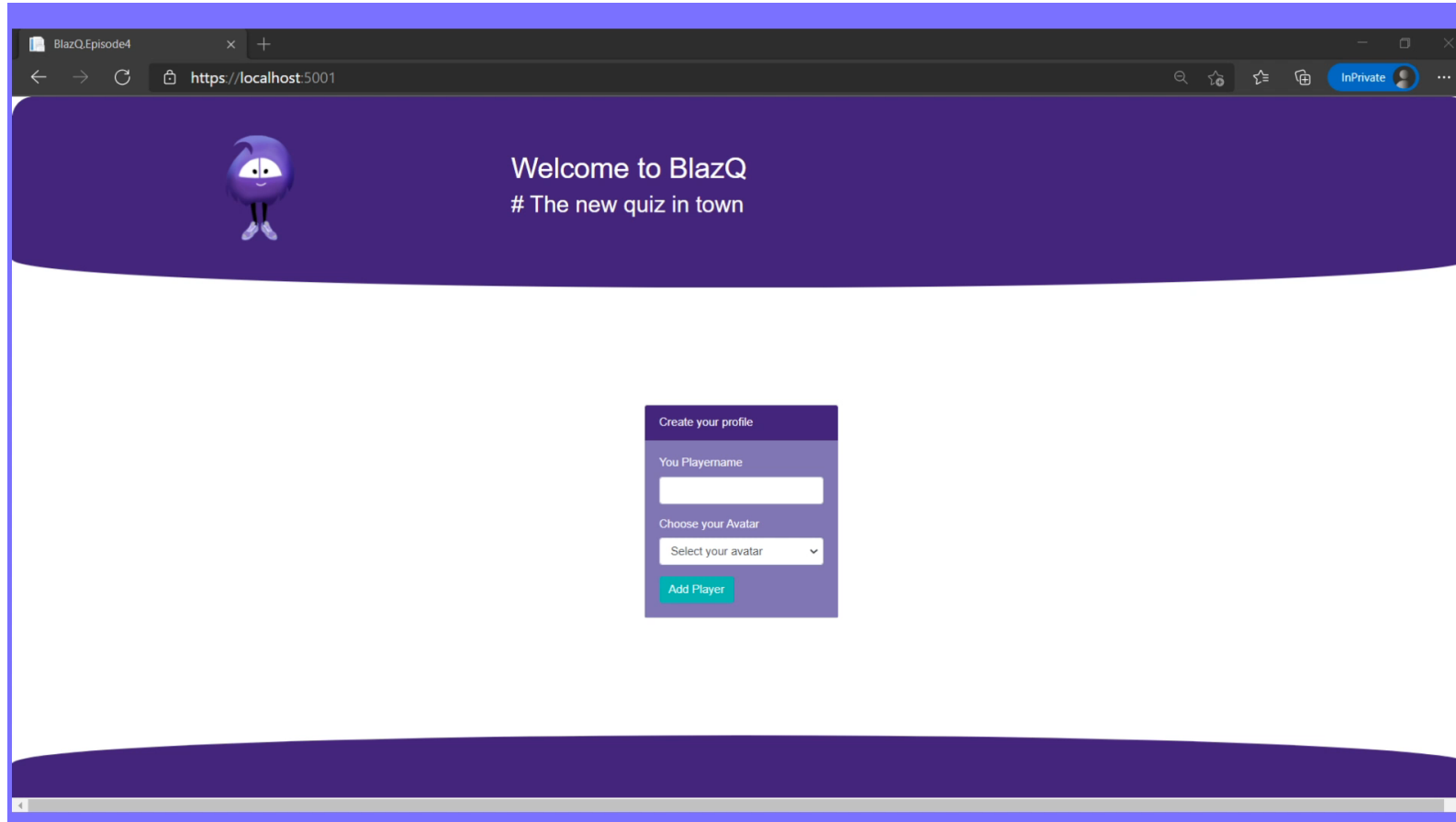
Couch Coop

BlazQ Episode 04






Episode's goals: Playing BlazQ with Friends



The screenshot shows a web browser window with the address bar displaying `https://localhost:5001`. The page has a dark purple header with a small BlazQ character on the left and the text "Welcome to BlazQ # The new quiz in town" on the right. Below the header, there is a central form titled "Create your profile". The form contains a text input field for "You Playername", a dropdown menu for "Choose your Avatar" with the text "Select your avatar" and a downward arrow, and a green "Add Player" button at the bottom. The page has a dark purple footer bar at the bottom.

BlazQ.Episode4

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

 Welcome to BlazQ
The new quiz in town

Create your profile

You Playername

Choose your Avatar

Select your avatar ▼

Add Player



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

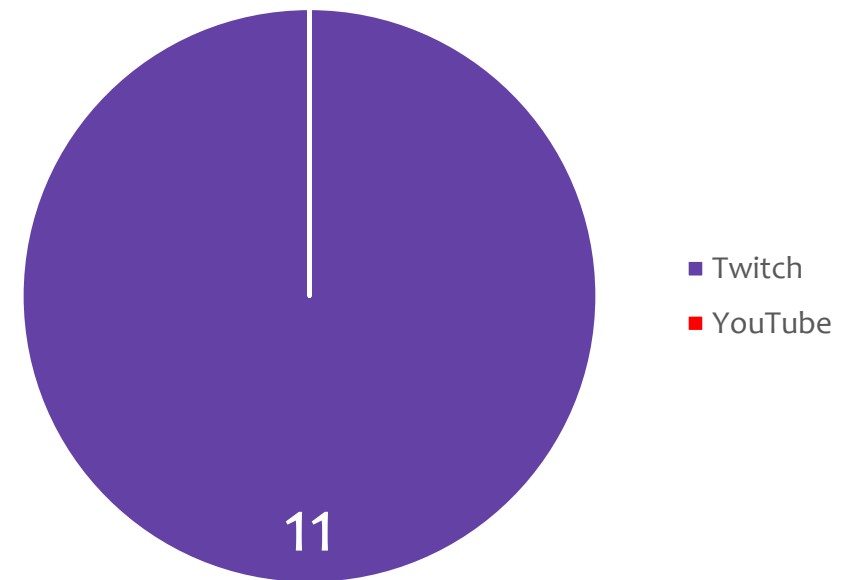
Statistics, Feedback and Implications



Statistics

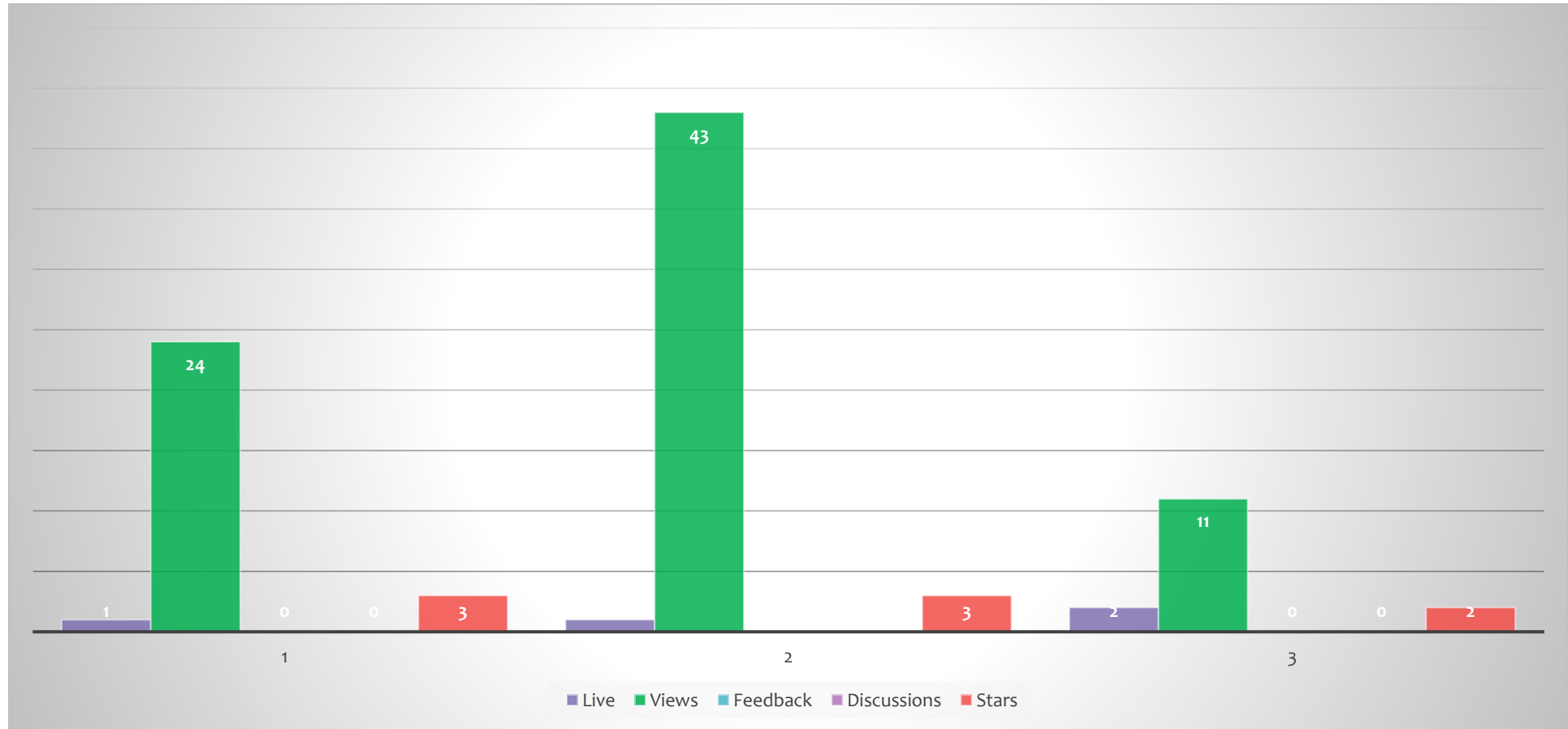
- Live viewer: 1
- Recorded stream viewer:
 - Twitch: 11 (-22)
 - YouTube: 0 (-10)
- Feedback form received: 0
- Discussions: 0

Recorded Views per platform



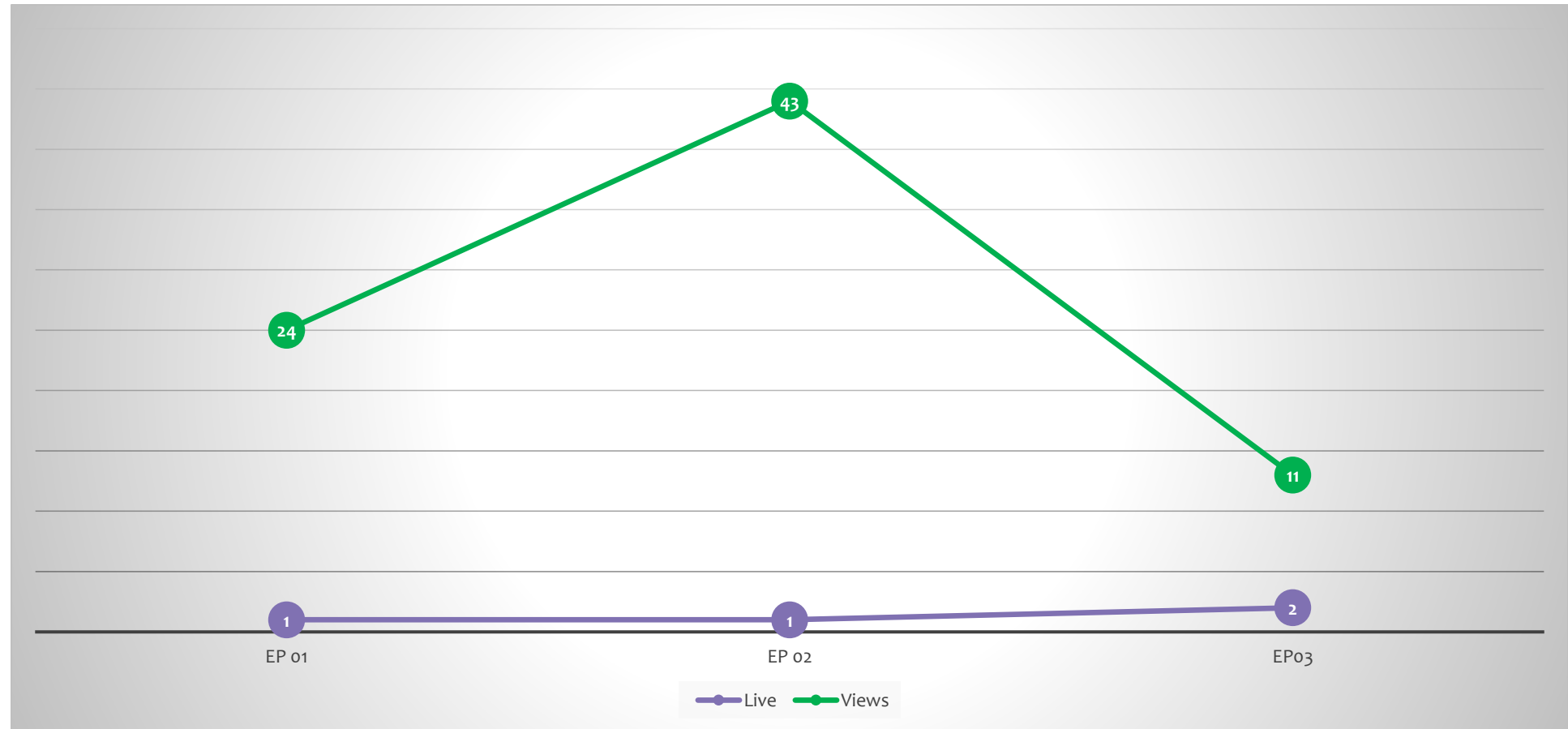


Statistics over time



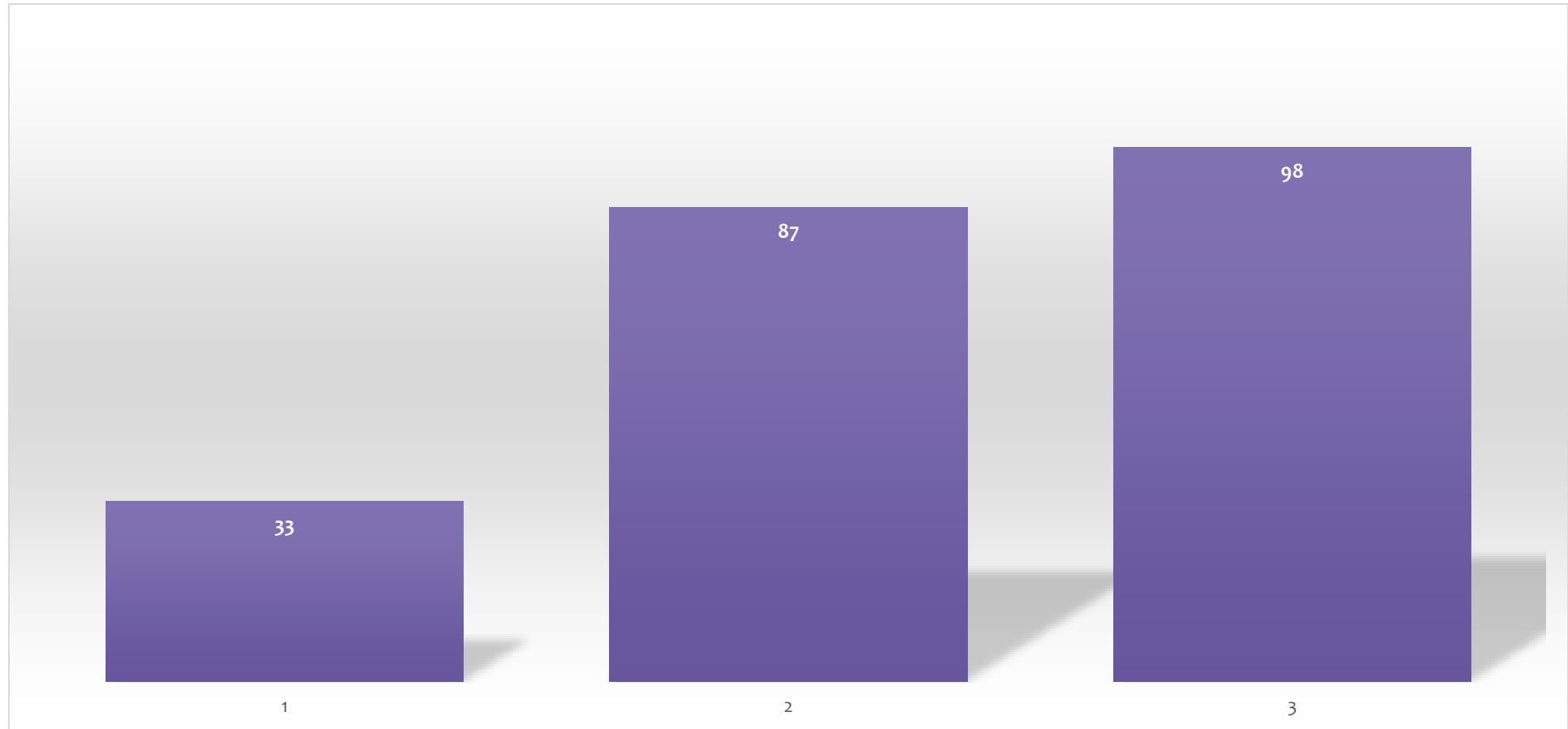


Views per episode





Total view count over time





Feedback && What's new?

- So far no feedback received
- More/different advertisement?
- No changes so far





Report summery

- Setbacks are part of the experience
- Maybe the format is not appropriate?





Let's play together

Adding multiple players and the couch coop mode



Debrief

Wrapping up the episode



Summary

- We can play with others!
- It's good to have a foundation, that we can tweak
- Small steps are the way to success



Summary

- With coding we can implement rules
- It's good to not only think about the happy path, but also what ways players will find to interact
- Coding is fun



The session plan – I

- 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

- Uprising of the Jokers
 - Adding more elements to the game
 - Rewrite of the point system
- Episode at Thu, 18 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/3aWmahh>



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