



<https://twitch.tv/justthebenno>



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

# BlazQ goes Multiplayer

## BlazQ Episode 08





## Episode's goals: Playing BlazQ with Friends

- Start a game from the lobby and play online



## 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

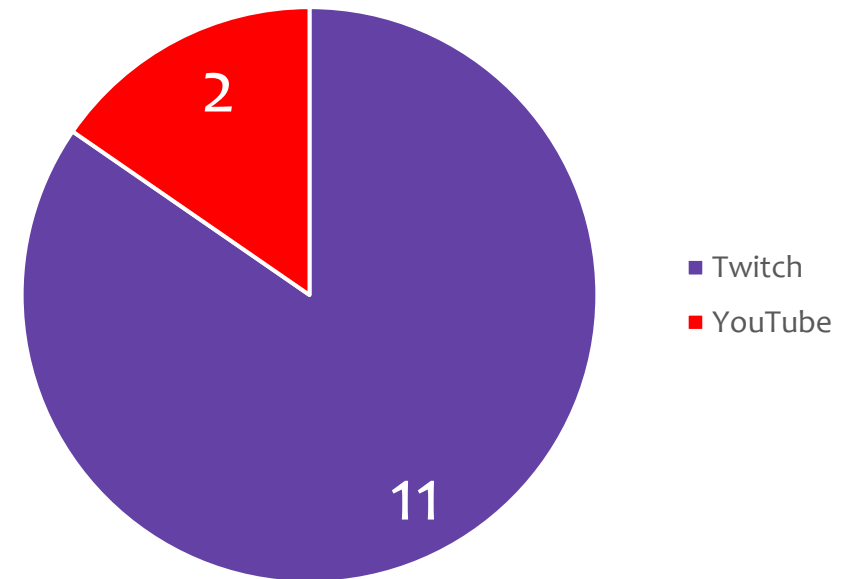
Statistics, Feedback and Implications



# Statistics

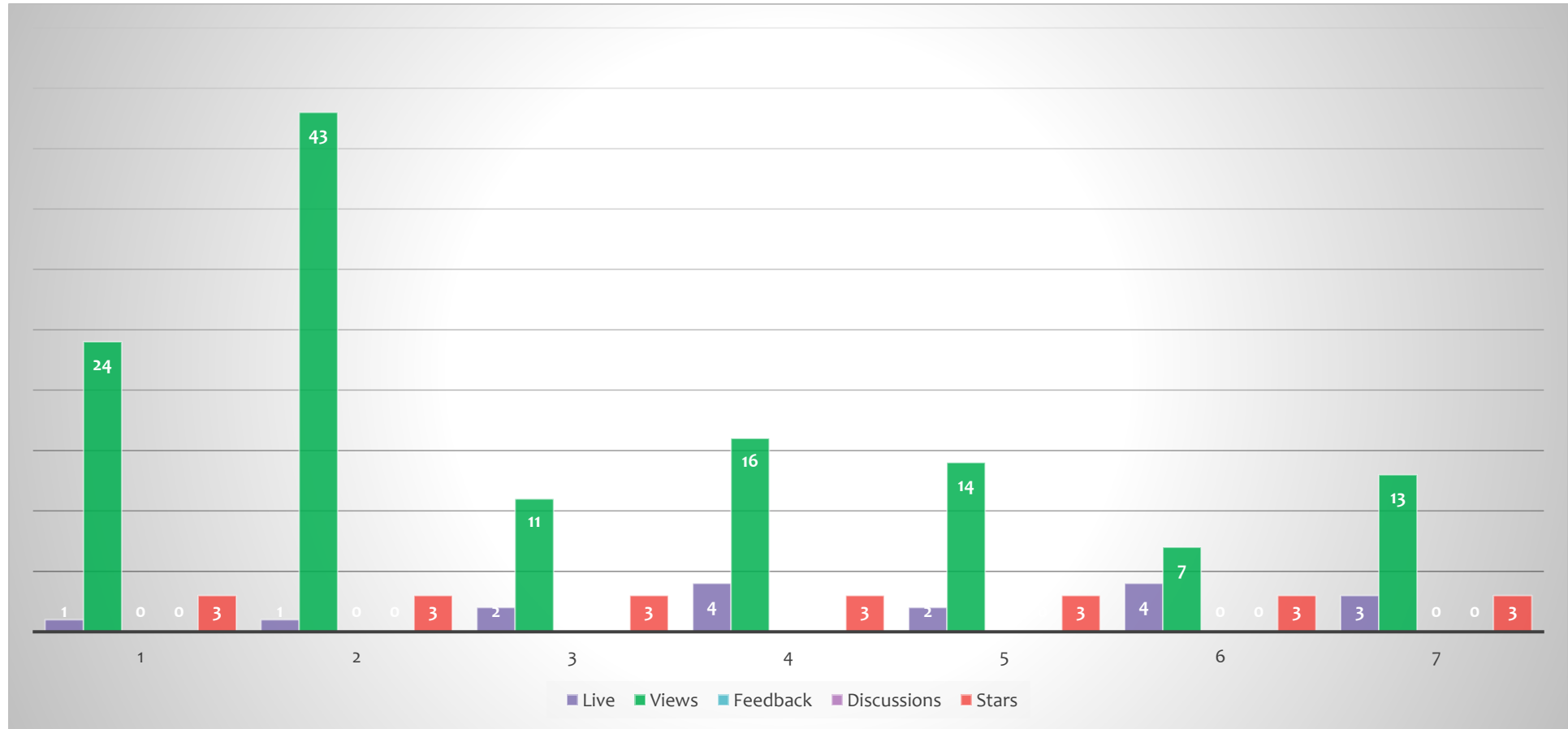
- Live viewer: 2
- Recorded stream viewer:
  - Twitch: 11 (+4)
  - YouTube: 2 (+2)
- Feedback form received: 0
- Discussions: 0

Recorded Views per platform



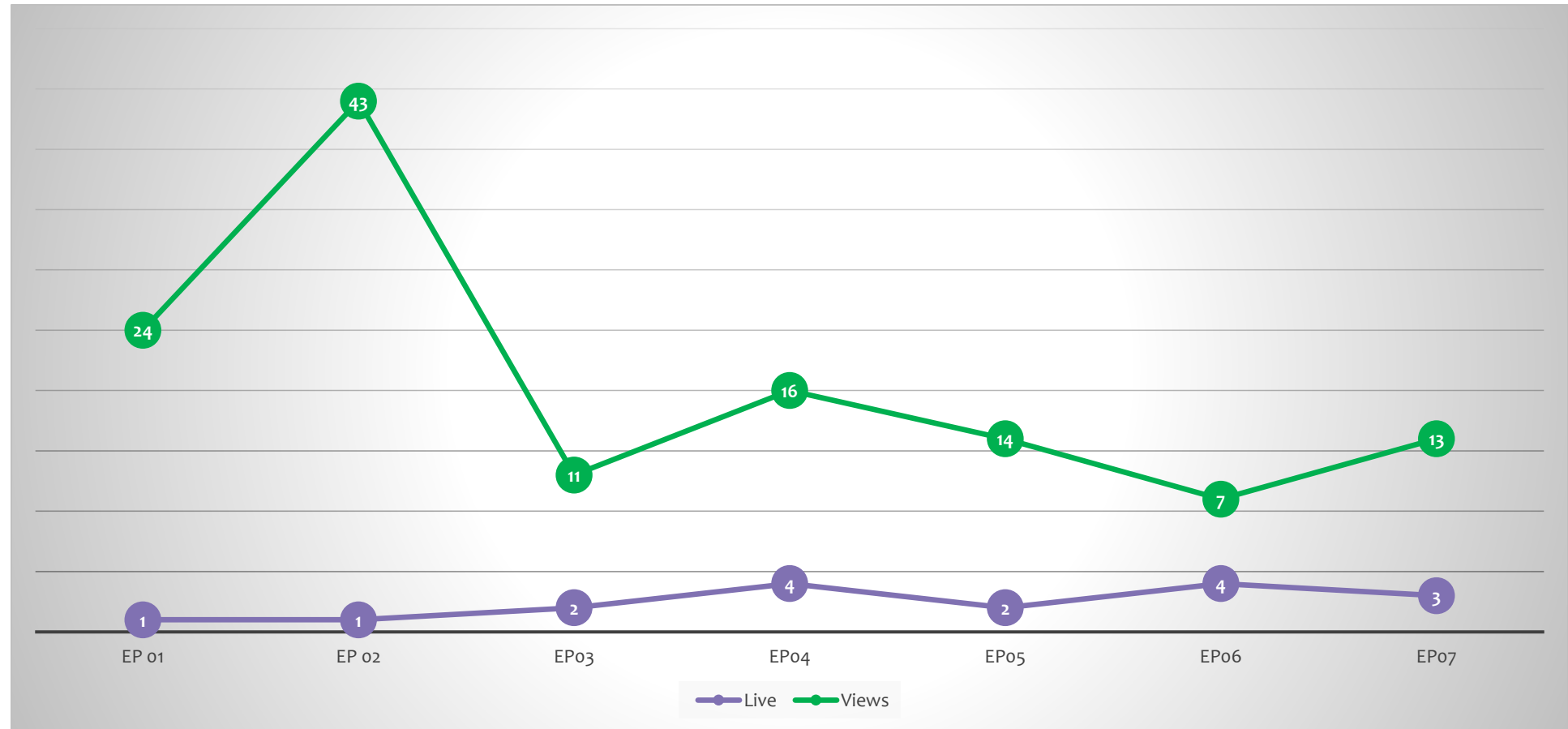


# Statistics over time





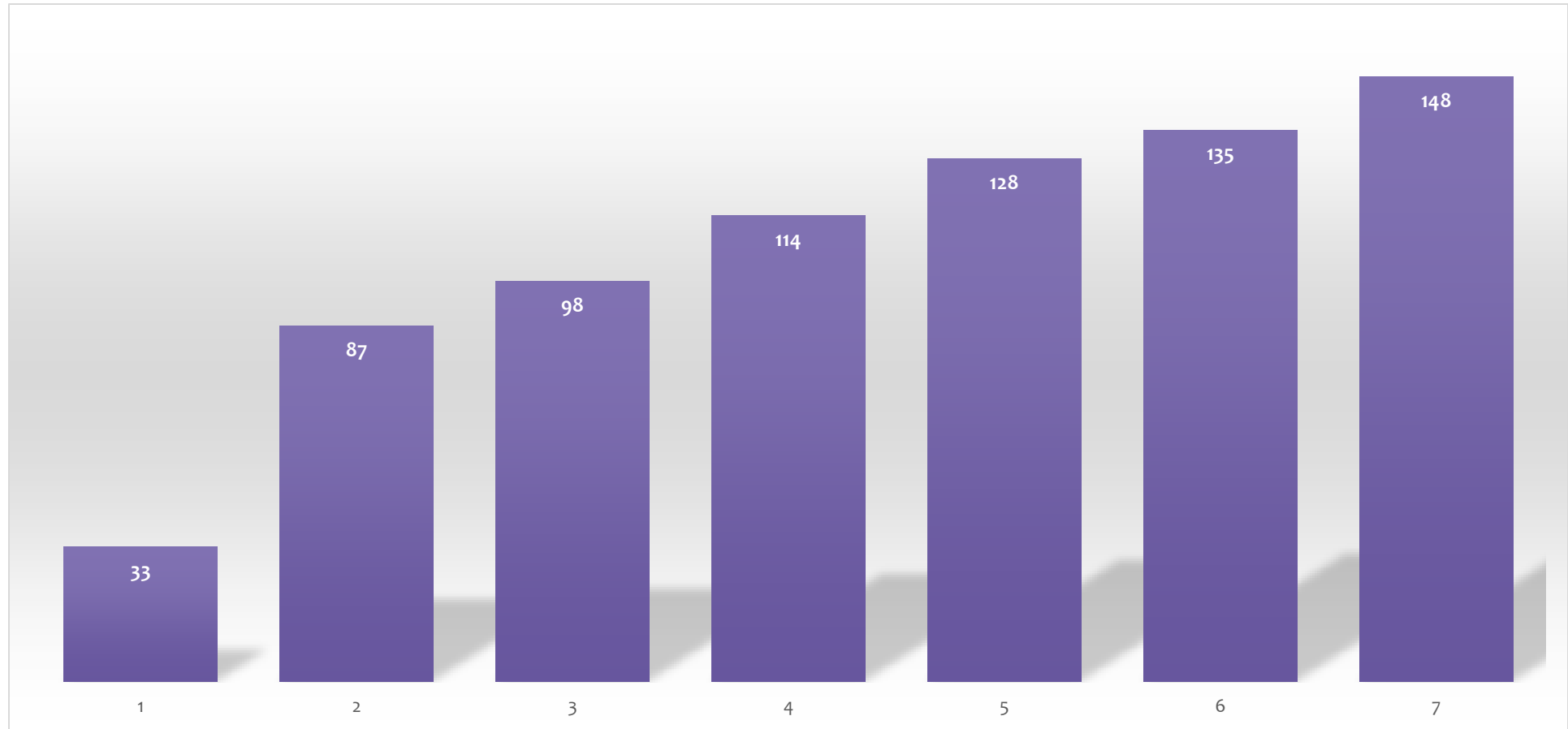
# Views per episode







# Total view count over time





## Feedback && What's new?

- So far no feedback received





## Report summery

- No increase or decrease
- It seems like it is steady





# BlazQ goes Multiplayer

Starting a game and sending inputs around a lobby



# Debrief

Wrapping up the episode



## Summary

- It is okay to reuse code
- We haven't change the logic
  - Instead of direct handling key inputs
  - We handling received ones
- We can also see the limitations



## Summary

- Now, is a good time to start over and focusing on the server side logic and processing



# It is the end

- Thank you for for being with me on this journey
- I learned so much and I hope you too





## Next Episode

- Next streaming project will be more like a meetup group: talking about Blazor stuff, smaller dedicated topics
- No timeline yet
- Hope to start in May



# Questionnaire

- Help me to improve the learning experience
- A quick form, taking less than 5 minutes to complete
- <http://bit.ly/2OPOECo>



# 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