



<https://twitch.tv/justthebenno>



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

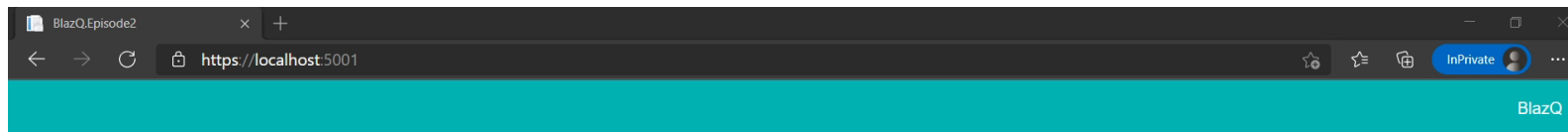
# Building the shell

## BlazQ Episode 02





# Episode's goals: Playing a round of BlazQ



Welcome to BlazQ the new quiz in town

Create your profile

Your name

Select your avatar/cat

--- Not selected ---

▼

Start!!!

Your Player Card

Name:



## Episode's Content

- Report on the last episode
- How to create a Blazor application
- Inspecting the skeleton of a Blazor application
- Building the quiz



# 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

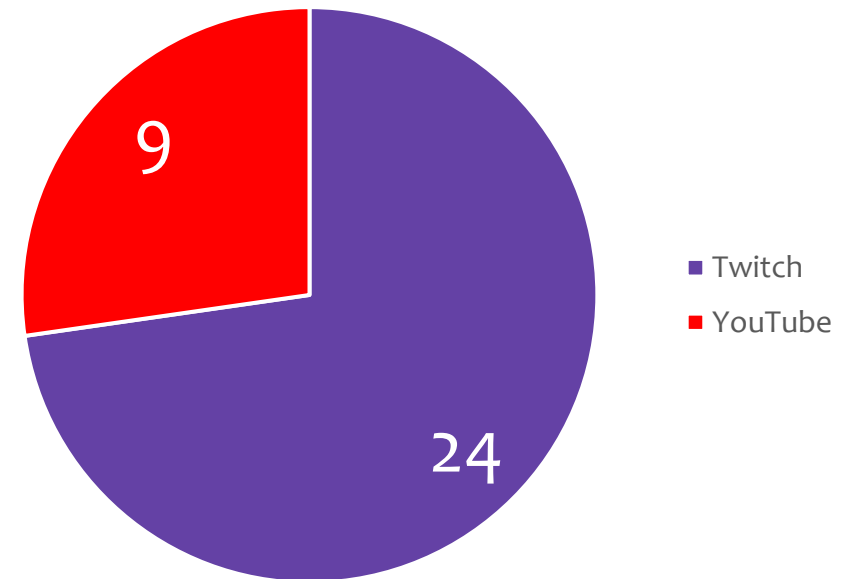
Statistics, Feedback and Implications



# Statistics

- Live viewer: 1
- Recorded stream viewer:
  - Twitch: 24
  - YouTube: 9
- Feedback form received: 0
- Discussions: 0

Recorded Views per platform





# Statistics other

- Github
  - Stars: 3
  - Follower: 2





# Feedback

- So far no feedback received
- Changes based on introspection







## What's new?

- A teaser before an episode
- 10 minutes before start a countdown with a quiz
- Bandwidth and connection check
- Observing of the chat





## Report summery

- It takes time to build a community
- It might be a slow start but that doesn't project the end
- I keep the faith and stay motivated and hoping for the best





# How to create a Blazor application

`dotnet new is your friend`



# Inspecting the skeleton of an Blazor application

Program, Host, Imports, Layouts and  
Components



# Building the quiz

Let's start building the quiz



# Debrief

Wrapping up the episode



## Summary

- We built the very first version of the quiz. Yeah!
- We know how we can individualize (other questions, avatars etc.) the quiz
- We created our first class and implemented their logic



## Summary

- We have seen many of the moving parts of a Blazor application
- We used input from a user and executed an action when a button was clicked
- We implemented multiple pages and navigated between





# The session plan – I

- Prettifying BlazQ
  - Implementing the design
- 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

- Prettifying BlazQ
  - Deeper understanding of HTML, CSS and Bootstrap
  - Component lifecycle
- Episode at Thu, 04 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
- <https://forms.gle/7fTNmCXLbyUoPt9Z7>



# 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