Building the shell

BlazQ

Episode 02

Episode's goals: Playing a round of BlazQ
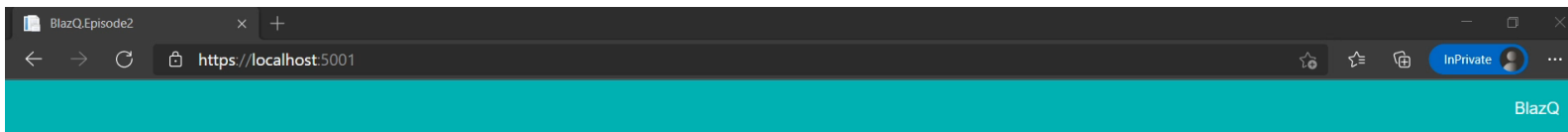
Episode's Content

- Report on the last episode

- How to create a Blazor application

- Inspecting the skeleton of an 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

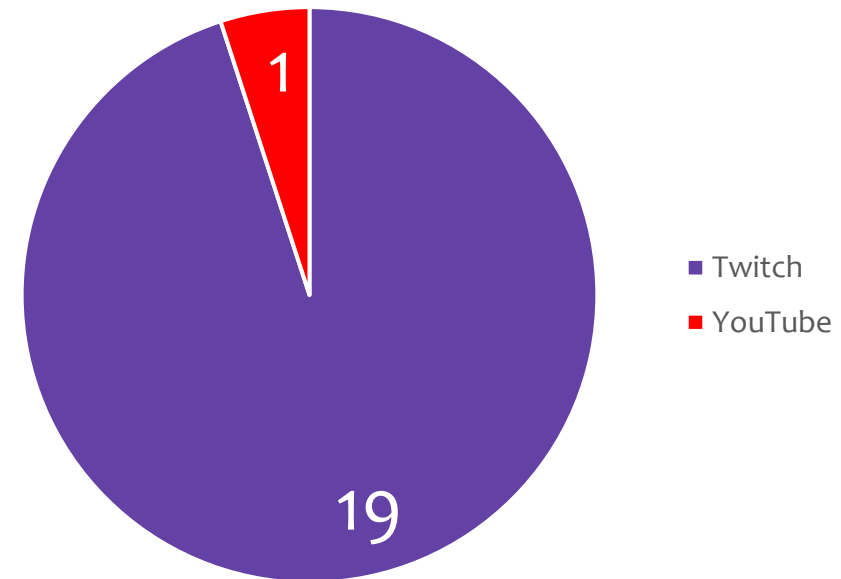# Report on the last episode

Statistics, Feedback and Implications

Statistics

- Live viewer: 1

- Recorded stream viewer:
  - Twitch: 19
  - YouTube: 1

- Feedback form received: 0

- Discussions: 0

Recorded Views per platform

- Twitch
- YouTube

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

- Coach 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