Our Team Name

Kevin Feanny

[kmfeanny@my.yorku.ca](mailto:kmfeanny@my.yorku.ca)

Noors name

Noors email

section b/or our lab section Not sure?

Title: Guessing Game

This javascript Client program takes a number from the user and then sends it to the server written in javascript with the node js framework. The server then picks a random number between 0 and the number chosen by the user. The server then sends a confirmation to the client that it received the number and is ready for the user to start guessing. Client takes a number from the user and sends it to the server. The server checks if it is the same as the random number chosen by the server. If it is it sends a message to the client that says success if not the client gives the user the choice to either give another number or the choice to exit. Then there needs to be an option to exit to the home screen or play again.

* User sends a number to the server
  + must be a integer
  + greater than zero
  + must be less than 200
* Server receives number
* Server chooses Random number between 0 and number received by server from User
* Server lets client know it has the number
  + sends a flag of character q for a successful number and an error otherwise
* Client prompts number from user or to press a to exit
* User enters number
  + must be integer
  + greater than zero
  + must be less than 200
* Client sends number to Server
* Server checks if its the same as the Random number server chose when it received the first number
* Server sends back to the client either success it is the number or try again
* User gets message
  + if it is the number program exits celebration scene
  + if it isn't the number user can try again or press a to go to exit screen
* User gets the choice to exit or play again
  + if exit takes you to home screen
  + if you choose to play again game starts over from screen where user enters input