**IBET Readme**

IBET is a simple fun betting game. You just login with any name and play. Here are the rules:

**All users**:

should see current players list, waiting list, and last winner message.

**non-login** users

click 'Play', 'Add Me' , 'Remove Me' => alert non-login messages

**waitin**g users

click 'Play', 'Add Me' , 'Remove Me' => alert waiting users messages

**play users**

can click 'Play' any time

can click 'Remove' to remove her/him from player list

**active login users** ( who already played at least once)

can click 'Add Me'

Any play user can **click 'Play'** =>

- The winner is picked, then the winner message will be posted.

- The waiting users will be shifted to become play users.

- The last play users (active login users) can click 'Add Me' to join the play users again.

**Limitation:** The maximum limit for waiting users is **ten waiting** users.

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IBET is Javascript web application, it is written by Kieu Hua using the following frameworks:

- Express : it is a node.js web application framework.

- mongoDB : it is non relational database, mongoDB is not mysql

- JSV : Javascript validator, use for writing a schema for mongoDB.

- socket.io: It uses WebSockets protocol to communicate with browsers whenever it can. It failovers to other protocols for older browsers.

IBET Javascript web application is currently **free hosted on Heroku NODE.js;** therefore, it is slow, and it may not work very well.

it may **take a while** for the players list, waiting list, the winner message to appear when you just visit the site.

http://ibet88.herokuapp.com/ibet.html

Please send comments to "kieu.hua@gmail.com"

Thank you for visiting