**Task List 2** ( 2/23/14)

After Task List 1

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I can login in as 'kieu', logout fine.

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**I) client**

1) lImprove  **user text** in avartar and players list

// this helps to center text in avartar

**padding-top** : 25px;

// this create interesting look text in ibet app

**text-shadow** : -1px 0 green, 0 1px green, 1px 0 green, 0 -1px green;

2) update client at the **end of login process**

// add user to avartar and players list in L125 shell

onLogin = function ( event, login\_user ) {

jqueryMap.$acct.text( login\_user.name );

jqueryMap.$**avtr1.text**( login\_user.name );

jqueryMap.$**players.text**( login\_user.name );

};

3) Keep track available avartar:

3.1) Need variables in fake to stores current available avartars

**3.1) current user**:

Keep track of current user in model

yes, in stateMap.user

( see Current user)

Now we know how to get current user is in stateMap.user object in model

**/\*** this object is reset after return from server

you need to delete the old current user before set the new current user\*/

**user object**

\_\_id : "T...03"

\_\_s: true

cid: "id\_6"

css\_map : bgd, top, left

name: "Richard"

\_proto:object

3.1 change border of current user

3.2 click to randomly change background color;

4) fake server need to keep track of users

players = []

waiting = []

**II) sever**

1) update server at the **end of login process**

- need to keep current players, waiting on fake server

// add new code in fake.js