**Task List 4** ( 2/27/14)

many user can login

every login user see sthe same screen - players, waiting,

user can logout and login again, and it is ok - it still look the same

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// add Play button click to shell L 116, L 215

**$playbtn** : $container.find('.ibet-shell-main-content-play')

jqueryMap**.$playbtn**

.bind( 'utap', onTapPlay );

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**1) DONE: I need to change in server**

if exist user, but he/she is not in those list it is ok

this is a change of business logic.

it is interesting, that my logic is already working that way

in server if user is in DB, then just send back 'userupdate', 'updateplayers', 'updatewaiting'

whether he/she is in the players or waiting or not.

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**2) DONE**: Add **"Add me" button**, so the old user can play again.

added the "Add me" button

change in shell and shell.css

3) "**play" button**

- DONE **not a login user** => click =>

alert("You need to login to play!!!");

// need to call model to do these things

// shell needs to subscribe to 'playbtnres'

- **waiting user** => alert("Sorry, you have to wait for your turn. "

- **player user** =>

- do random winner

=>" The last winner is Kieu for $25000!!!"

- clear players list

- move in the waiting users

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**model** public 'playbtnres',

for waiting user => a null message, not change in lists

for player =>

emit 'play' to server

on 'playres' from server with winner, amount

**server**

**on 'play'**

players\_**coun**t = playerList.count();

winnerIdx = random( playerList);

winner\_name = playerList( winnerIdx );

win\_**amount** = 5000 \* players\_count;

emit('playres', [{ **winner** : winner\_name, **amount** : win\_amount }] );

// clear the **playerList**

playerList = null;

// move in the **waitingList**

for ( i=0; i< 5; i++) {

if ( waitingList[i] ) {

playerList[i] = waiting[0];

waitingList.shift();

} else {

break;

}

}

listbroadcast( io, 'updateplayers', playerList);

listbroadcast( io, 'updatewaiting', waitingList);

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JS random method

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