**SPRIN1 REVIEW DOCUMENT**

**English For You**

**Date :** 2/11/2018

**Team member:** Trần Nguyễn Hữu Nghĩa

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**-PROBLEM:**

Recognizing some of the firebase's limitations in handling the logic of the project, the team decided to cancel the current solution and move on to another technology called socket.io.

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| Continue doing | Start Doing | Stop Doing |
|  | Login/ Logout |  |
| Front-End display keywords | Code back-end for Login-logout facebook | Stop current solutions |
| Front-End display suggestion | Middleware checking status acccount |
|  | Explainer/Answer |
|  | Code back-end Chat from client to server |
|  | Code back-end Chat from server to client |
|  | Render message to client |
|  | Render system message |
|  | Play game |
|  | Code back-end connect 4 players in room game |
|  | Code back-end time waiting |
|  | Code front-end display words |
|  | Code back-end random word |
|  | Move random word from server to 4 client in room |
|  | Switch player and role |
|  | View Game Information |
|  | Render name of 4 Players |
|  | Render suggest for players |
|  | Code back-end sugest words |
|  | View Game Result |
|  | Count scores for players have correct answer |
|  | Render scores |
|  |  |