

Rock Paper Scissors game  
the following describes the game

Landing page

has a form  
allow for the  
creation of  
username,  
create lobby  
or join  
existing lobby

create a lobby  
select rounds  
and pick time,  
or join an  
existing room,  
use JSON  
and the fetch  
API

This will use socket io on the  
server, create a room , add this to  
an existing lobbies variable

display connected  
players and the game  
rules, allow lobby  
owner to start game  
when all players have  
joined

Lobby screen  
with players

Use socket io  
on the client to  
emit that a user  
has joined a  
room

Server events

events emmited from server to

client  
lobbyCreated  
playerJoined  
gameStart  
roundStart  
roundEnd  
gameEnd  
playerDisconnected  
noLobby  
lobbyFull

Required events  
for the game

Client events

events sent from client to server

createLobby  
joinLobby  
startGame  
playerAction

The Game

The game consists of players  
picking rock, paper or scissors  
in an allotted amount of time for  
a specified amount of rounds

This creates a game object  
consits of the rules created by  
lobby owner

Keep track of round scores  
this is maintaned on server  
side

A round

Shows the hand types,  
rock paper or scissors,  
pick a hand time in  
allowed seconds

On the client display  
tokens to click for the  
also display timer for  
round

End the  
game, show  
the winner,  
redirect to  
lobby

Game end

