Pijus Krisiukenas(pkrisiukenas,5020115) Arber Demi(ademi,5073227)

CSE 1-17

2.1

Game screen:

Clicking on any td element will initiate a selection of a piece.

If a piece was already selected make a move to this selection

Clicking the exit button will quit the game either after the game has ended or mid-game

Splash screen:

Clicking the play button will direct the user to the game screen and will wait for another player to join.

2.2

We used prototype design pattern in gameStatus.js

3.3.

Update board – sent between client and server when game is instantiated and move is made.

Game start – sent from server to users to indicate that the game has started

Turn – sent from the server to a single user to indicate that it is that users turn

Player Assignment - sent from the server to clients to assign their player numbers, either 1 or 2

Game end - send from client to indicate game end and then sent back by the server to Inform the other player of win/loss