WEB Assignment 5
CSE2 75
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part 2.1:

- A click on the play button in the splash screen routes the user to the game screen
- When a player clicks on a piece, it gets stored as 'from', which is later used in move validation.
- When a player clicks on an empty square and the 'from' has already been selected, the program checks if this move is valid. If it is valid, the move is made, else – a sound effect is played.
- When a user hovers over the button 'rules', a list of rules is displayed in the chat box. The opacity of the chat div is set to 0, but the opacity of the rules div is set to 1.
- When a user clicks the 'send' button, his input in the input box gets sent to the server and displayed in the chat box.
- When a user hovers over the chat box, it's border changes colors.
- While a user clicks on the input box, it's border changes colors.

part 2.2:

- For the game object we are using a Prototype-based constructor (just like the demo game)
- We are using a basic constructor for playing audio.

part 3.3:

- "GAME-STATE" – sends a game state from the server to both clients
- "MOVE-MADE" – sends a move from the client to the server and then to the other client
- "END-TURN" – signals the end of a turn to the server which then switches the game state
- "START-TURN" – the server tells a client that it's turn has now began
- "TAKE-PIECE" – sends a piece from a client to the server and then the other client that should be erased
- "GAME-WON-BY" – sends a winner from one client to the server and then the other client
- "GAME-OVER" – sends a game over signal from the server to both clients
- "PLAYER-TYPE" – sends the player type from the server to the clients
- "MESSAGE" – sends a chat message from the client to the server and then the other client