Backgammon Project

Technologies:

Database : mongodb

Server : nodeJS

Client : angular

Npms : socket.io, express, bootstrap, mongodb

DB (mongodb):

Tables:

Users:

-id (guid)

-email (string + valid)

-password (string)

-name (string)

-wins (int)

-losts (int)

Server (nodeJS):

Dal:

-add new user (bool)

-login (returns guid)

-add win/lose (void)

-get wins/loses (int)

Chat (using socket.io):

-send message.

-get message.

Game play(using socket.io):

-roll dice

-player movements

Logic:

-valid move (return where player can move)

Client(react):

Sign Up:

-service add new user to db.

Sign In:

-service return true and guid if valid info has entered by user.

Lobby:

-get online users list.

-send message and get from server (socket.io)

-send game request to online user.

Game screen:

-send selected pawn and return where it can move.

-move the pawn(socket.io).

-chat with user (socket.io)

-roll the dice.

End screen:

-get table with user`s name, losts and wins

-replay game with current user.

-go back to lobby.

