Difference of 75px(canvas) in both directions.

Client js (client)

* A function to draw players on the game board
* Making a websocket
* Send “playerJoin” to the server
* Receiving information about the playerAdded and the positonUpdate
* Winner condition to be received by the server
* A function to clear the canvas
* Send the state of rollDice object

App js (server)

* Start a new websocket
* Rendering splash.ejs (Calculating Stats)
* When the connection is to be closed, both the players send their type to the client
* On receiving message from the client, check whether if there is an available game or not and then add the players accordingly
* On receiving “rollDice” from the client, the positions of the players are updated eventually and sent back to the client
* Check the condition for winning and send it to the client
* A function for nextplayer, rollDice(Math.random), validMove and to check for the positions of snakes and ladders.

Using Web sockets and JSON

Object type used : Basic Constructor (Object Literals)