



Team
Rocket

How to log in

- Enter your username and password
- If information is not correct there will be a prompt telling you either your username does not exist or you do not have the correct password associated with that username
- If password is correct you will be redirected to your appropriate profile page

Profiles

- Contains the users:
 - Username
 - Password
 - ”About me” - Information about the user that other people can see
- Buttons
 - ”online” - brings the user to the online screen
 - ”logout” - logs the user out

Online

- Usernames will now be clickable “events”
 - when a username is clicked, matchmaking mode will begin
 - if the other user does not accept the user will be brought back to their online screen
 - if the other user does accept they will begin

Matchmaking

- matchmaking will be done behind the scenes
- matching making state can be accessed through the Endgame view or the Online view
- will establish TCP connection between two users

Matchmaking from Online/ Endgame

Online:

- when a user is clicked matchmaking will eject the client back to online if a game is refused
- a user challenging another user will establish a TCP connection using a three-way handshake

Endgame:

- if users do not agree to a rematch they will be brought back to the matchmaking state

Game

- players have their own game screens running
- network connection
 - for chat boxes
 - to control the state of the game
 - notifying when one person wins
- players flip their own cards

Game Panels

-Card Panel

- uses JQuery and AJAX to dynamically update without refreshing the page
- each card has two states, “up” and “down” which can be flipped with a mouse click
- there will be a database of cards

-Chat box

- JavaScript and networking

EndGame

-at the end of a game you will be prompted differently depending on whether you won or lost

-if you win

- request a rematch

- go back to the main page (for a new opponent)

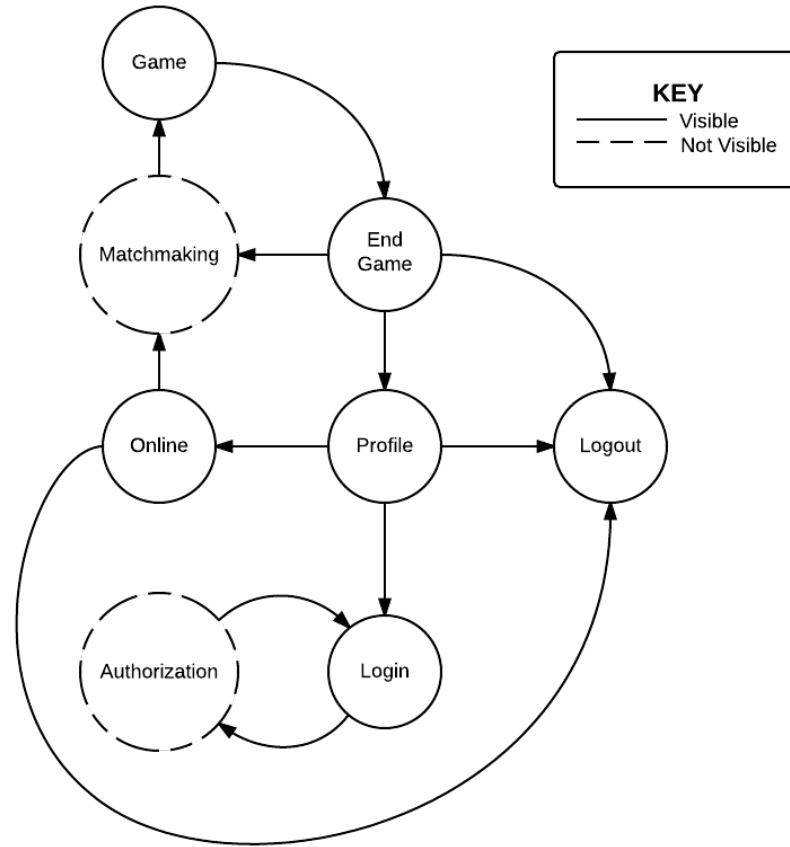
- logout and end a winner

-if you lose

- request a rematch

- go back to the main page (for a new opponent)

- logout and admit defeat



External Libraries

- Node
- Express
- body-parser
- cookie-parser
- morgan
- serve-favicon
- pg
- AJAX
- jQuery
- net
- Socket.io