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Web Sockets Meeting

The purpose of this document is to outline the shape the game sessions. This document can be looked to as a blueprint for the more technical part of the implementation.

Web Sockets' messages

This was the topic that was heavily discussed during the last meeting. The messages that will be used are the following, displayed between 'single quotes'.

Lovnesh
- 'start lobby' - DEPRECATED, fetch method already implemented
- 'player joined' = send player name (and save it in the local storage) (use hash to hide quiz)
- 'start game' (all player browsers)
- 'show leaderboard' (only the host sees it) (displayed when every player answers)
- 'ending the game' (display podium for host) (show standing for players)

Michele
- 'correct answer' = send player name
- 'wrong answer' = send player name (sent also if player runs out of time)
- 'next question' = send everyone the position of the correct answer (index sent on reconnect)
- 'return to title' (change flag to host a new game) - DEPRECATED, fetch method already implemented

Stefano
- 'new quiz added' (refresh list of quiz page)
- 'quiz edited' (only one person at a time, cannot edit, remove or play a quiz being edited)
- 'quiz removed'