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# Test Drive a Browser Game w/ Angular

testdouble.com

# Agenda (1:30 through 3:50)

1. Test Double Speaks

2. Setup and find a pair

3. Code-Along

4. Code on your own(s)

https://github.com/testdouble/railsconf-test-drive-javascript

# Why JavaScript?

https://github.com/testdouble/railsconf-test-drive-javascript

# Styles

# Default on Rails

## Rails

- Routing
- Rendering

## No Framework

- No JavaScript
- None
- Our Users Hate Fun

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# Default on Rails

## Rails

- Routing
- Rendering
- API

## Dream-Crushing jQuery-Swamp

- Everybody JavaScripts

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# Unmanaged JavaScript Sucks

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# Goal 1:
# Mitigate Pain

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# Angular on Rails

## Rails

- Routing
- Some Rendering
- API

## Angular

- Some Rendering

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# Ember on Rails

## Rails

- API

## Ember

- Rendering
- Routing

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# Goal 2:
# Joy In Building
# Cool Stuff

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# Why TDD?

# Goal 3:
# Joy In Quality
# JavaScript

# Goal *:
# Happiness Through JavaScript

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# Right Now

Find a Pair

Get the files

With Wi-Fi

https://github.com/testdouble/railsconf-test-drive-javascript

Without Wi-Fi:

USB stick

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# Together:

1. Review Mockup

2. Declare angular module

3. Update DOM with **fire** and **status**

4. Render headers w/ **ng-repeat**

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# Mission

1.  Make status show the target square

2.  Then make status show if we hit a ship

3.  (look at the finish directories for hints)

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# In Pairs:

- Make **fire** and **status** work for reals

- Display a **note** for each **square**

- Display win state

- Test if you'd like

- Work on bonus goals (README.md)

> Work slowly, don't rush.

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