

# Using Socket.io

## **Decision:**

Implement socket.io to create WebSockets which will allow players to communicate and send data to one another while on the web browser. Alternatives are PubNub. And SocketCluster.

## **Status:**

Approved

## **Context:**

Sockets are required to enable data transmission between the player and the server that are within the same player room.

## **Consequence:**

Clients (users) can effectively communicate with one another to achieve a full multiplayer experience.