

Bi-directional communication

Decision:

Communication between players is vital in order to be able to compete against one another in the OH MY WORDLE! Multiplayer game. It is also needed so that the multiplayer version 2 where a player inputs a word to be guessed can be achieved. This is achieved using Socket.io.

Status:

Approved

Context:

Multiple browsers by multiple players will be accessing the game and selecting a game version out of the single-player, multiplayer, and custom multiplayer. To successfully create multiple rooms for groups of players, communication between players is required to place them into their corresponding rooms for the duration of the game. This will assist in creating an enjoyable online competitive experience. Socket.io is reliable and user-friendly which makes it suitable for the creation of OH MY WORDLE!

Consequence:

Bidirectional communication achieved between the user and the server.