

<https://github.com/sambasile10/twitchlogger>

Node.js:

<https://www.skysilk.com/blog/2018/create-real-time-chat-app-nodejs/>

<https://www.skysilk.com/blog/2018/online-javascript-game-tutorial/>

Set up server

Install necessary tools

Node.js - basic node

Npm - node package handle

Socket.io - bidirectional communication

Express - optional, performance, help with routing

Forever - keep server running

Write program with added tools

Create html front end

Firebase:

<https://firebase.google.com/use-cases>

Handles some front end

User authentication

Welcome back screen

Remote updates

Helps with multi-device issues

Backend

Stores and syncs player data in realtime

Cloud based

Handles hosting, cloud functions and storage, realtime data access

Has its own sdks for C++

Pictionary reference repo:

<https://github.com/topics/pictionary>

Pictionary architecture and node.js implementation example:

<https://www.youtube.com/watch?v=yLuk0twx8Hc>