

Intermediate JavaScript Tutorial: Build a JavaScript Game with Node

Looking to enhance your Node.js skills? This intermediate JavaScript training teaches you how to develop your own interactive games using Node.js. Dive deeper into Node concepts and techniques, while mastering game development with JavaScript. Perfect for advancing your developer career, onboarding new developers, or as a team resource. Topics include front-end and back-end development, parsing user input, hosting on Heroku, and code refactoring.

[CBT Nuggets course material](#) →

WEEK 1

Build a Tic-Tac-Toe Game with Node.js: The Basics 151 min.

Introduction	1
Designing the Game	9
The Main Game Loop	15
Displaying the Tic-Tac-Toe Grid	7
Tracking Player Moves	9
Displaying Player Moves on the Grid	7

Build a Tic-Tac-Toe Game with Node.js: Calculating Wins and Parsing User Input

Overview	1
Introduction	1
Deciding Who Wins and Ending the Game	18
Calculating Vertical, Diagonal, and Corner Wins	11
Validating and Parsing User Input	14

Node.js Websocket Basics

Overview	1
Introduction	1
Basics of Websockets	13
Setting Up A Socket.io Client and Server	14
Sending and Handling Socket Events	10
Creating a Simple Chat-Room Program	15

Build a Tic-Tac-Toe Game with Node.js: Full-Stack Basics

Overview	1
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WEEK 2

153 min.

Introduction	1
Creating Client-Side and Server-Side Programs	12
Basic Server-Client Communication Strategy	10
Waiting for Other Players to Join	11
Hosting Node.js Servers on Heroku	14

Build a Tic-Tac-Toe Game with Node.js: Finishing Touches

Overview	1
Introduction	1
Making Sure Positions are Empty	10
Publishing the Client-Side Script to NPM	8
Joining Games by ID	16
Handling Different Join Methods	18

Build a Tic-Tac-Toe Game with Node.js: Complete Full-Stack Conversion

Overview	1
Introduction	1
Starting the Game and Printing the Grid	10
Getting Player Input Remotely	15
Ending the Game Remotely	13
Validating Input and Releasing Updates	9

WEEK 3

Build a Tic-Tac-Toe Game with Node.js: Improving 50 min. Multi-Player Experience

Overview	1
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Introduction	1
Calculating Cats' Games	12
Rethinking the Player Management Strategy	20
Managing Multiple Games	14