UNCOLLABBORATIVE TEXT EDITOR GAME

Abstract

The purpose of this project is to create a collaborative text editor that harbors more on the side of competitiveness rather than collaboration. The technologies used include Node JS, Express JS, SQLite3, Jade, BootStrap, Websockets, JQuery/Javscript, and custom defined User Authentication. The purpose of making this web application is for the course CIS 526 – Web Interface and Design, as well as to showcase at CIS 2016 Open House.

*Keywords:* Node JS, WebApp, Game, Text Editor, Class Project