Chapter 3:

Concept and implementation:

1. Technologies used
2. Concept
3. Multi-user setup
4. Connection
5. Synchronization
6. Pusher Connections
7. Logging in and out
8. Responsiveness
9. User Data
10. User privacy
11. Game mechanics

So the concept was to create an application to help people to increase their energy awareness and help people to save more energy. Since the technology used was agreed to be HTML5 and Web sockets the idea was to create a multi-user application in which each user can do actions in their specified space or slot on the screen and by using web sockets the connection were established between each user(mobile) and the display and we used the django framework mentioned in the previous section to handle the backend code and to manage and create the models in the database in order to achieve such an application we also used canvasjs chart engine to draw user charts to illustrate their energy usage.