Cole Cooper

MVC Project Documentation

My website lets you login or create an account, look at different lobbies currently available, look at leaderboards of all the different users, and it has a page with a blank canvas and chat. This project is going to be mixed with my final project. When you log in it takes you to the lobbies page where you can see all the current available lobbies. You also have to option to create your own and choose the name of the lobby and the score you want to play to. When you create the lobby it brings you to the game page with the blank canvas, this is where I will implement the game I am making for the final project. I have to figure out how to connect socket.io with express to get everything working. The “room” will be the name of the lobby and other users will be able to join this lobby from their lobbies page if it isn’t full already. When you quit from the game page it removes the lobby and brings you back to the current lobbies page. The lobbies page also has a refresh button so you can check if any new lobbies have been added since you got to the page. Lobbies made by a user are also removed when they logout. I used express for the framework and had different views and controllers. Mainly two, which were Account and Lobby. Account held all the users information and Lobby held the schema and lobby information for all users. Users info and all the lobby info was saved to Mongo and retrieved based on which page they were one, for example the leaderboards pages gets all users and displays their name and how many wins they have. Right now they are all 0 because the game part isn’t implemented yet. I used Jade for my templating language and I kept it pretty simple with just lists and displaying a canvas on one of the pages. A problem I want to fix is removing a user’s lobby they created if they close the tab. Right now it is only if you quit or physically logout so sometimes lobbies are still there left from before. I have the option to delete any lobby but any user can do this, so I would like to make it so the lobby is removed if they close the tab. Also I don’t want users to be able to delete other people’s lobbies but that is for the final project. I’m excited to start implementing everything for my final project especially with getting socket.io running and having users be able to join each other’s lobbies.