

1. gamesRouter in server.js and create_route in helper define the routes.
2. Client is responsible for SRC directory / Server responsible for Server directory.
3. Connects to the database and dictates the base for routes.
4. gamesRouter directs to use the different routes named in helper directory, and passes in the specific database (eg to update, delete etc)
5. Client uses gameService.js to communicate with server.
6. In this app the optional second argument being sent through is JSON data.
7. Base URL, Base URL (post request) and Base URL / Id (delete request).
8. Provide callback and promise based interaction with the database.