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MART 391

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24 March 2025

Node.js is something that we've been using to help with server connectivity and player authorization with tokens and player IDs. We've been using node.js to create servers hosted on MongoDB. So far the node.js server has been able to run successfully by itself on Mint's PC with server.js files. However, some quirks, bugs, and kinks still need to be worked out when connecting it back to MongoDB. MongoDB is the main website of choice because of its simple connectivity with node.js, and have been stated to work well together. More research and work is currently being conducted about how to best continue the use of MongoDB with node.js. These include potentially using Mongoose to manage player data, and Socket.io to ensure better server/client communication. Safety is still one of our top concerns, so making sure that authentication and encryption still work with node.js and MongoDB is one of our next targets.