**Instructions/How To Play:**Every minute you will be able to click on one pixel and color it in with a specific color. Multiple users can play at once so be careful because they can draw over whatever you color in. However, keep in mind that they also have to wait a minute. You can choose a color at the bottom of the screen.   
  
The game is set up to run on the main page of the website rcavaretta.xyz  
  
**How It Was Made:**Mostly what I used to create this project was a ‘plug-in’ called bootstrap which is an open-source HTML, CSS and JS framework. Within my JavaScript firstly I needed to set up the grid so I created a function that would create DIV elements and a 30 x 30 grid. Each element has its own personal ID which is saved and hooked up to a database. I used concatenation to append to the elements within the HTML. It’s important to note that everything needs to be pixel perfect otherwise you will run into a bug where you see that the 30th pixel is created on a new line that means that you are zoomed out too far or zoomed in too much. Next what I did is I created a function that makes the canvas draggable for a better player experience. When a color is clicked it will look at the color that was clicked and set the current color to that based on the information it sees within the HTML. There’s also an additional function to check if the text is too dark on the selected color so it will choose white or black based upon the HSP value I have referenced a link in my code itself. Upon other functions that I took from other places to check if the color is a hex code or RGB value.   
After this, I focused on the database and how Mongo DB interacts with it. I created a few collections in my MongoDB such as clicks, chat, and grid. Each of these handle different aspects of the game. Clicks records every single click with a date attached to it. Chat collection handles records chat history. The grid most importantly keep track of the current color. In line with this in the client JS (I called draggable.js) there is a post command for grid (and chat). In the gridclicked function I have it updating and posting to mongoDB and adding it to the database – this records the color. After this the grid is pulled end it updates the grid.