

Tuple Trivia Documentation

File: create.sql

- Creates users table with primary key username and password fields
- Creates singleplayergames table with primary key serial id, foreign key varchar(50) username(references users table), int score, and timestamp date_entered.

Folder: Public

- Contains CSS stylesheet and image assets

File: server.spec.js

- Contains unit testing for the login and register page.

Folder: Pages

- File: about.ejs
 - Contains html for the about the team and website page
- File: home.ejs
 - Contains html for the home page
- File: how_to_play.ejs
 - Contains html for how to play page
- File: leaderboards.ejs
 - Contains html for leaderboards
- File: login.ejs
 - Contains html for login page
- File: play.ejs
 - Contains html for play page
- File: play_mult.ejs
 - Contains html and some js for multiplayer play
 - Function: displayQuestion
 - Parameters: question (from trivia api)
 - Displays question text as well as answers as buttons and timer.
 - Calculates score based on correct answer streak and time remaining.
 - Function: showAnswer
 - Changes button colors after answer is chosen
 - Function: displayLeaderboard
 - Parameters: leaderboard
 - Displays final player scores after multiplayer game
 - Function: updateTimer
 - Changes timer as game is going
 - Function: endGame
 - Removes game elements
 - Socket.on functions control connections between players and the game server
- File: play_single.ejs
 - Contains html and some js for single player games
 - Function: startGame
 - Starts games and initializes scoring and time variables.

- Function: nextQuestion
 - Checks if max questions have been asked, if false displays question text, answer buttons, and timer.
- Function: showAnswer
 - Changes button colors after answer is chosen
- Function: updateTimer
 - Changes timer as game is going
- Function: endGame
 - Removes game elements
 - Submits score to leaderboard
 - Shows final score and link to leaderboard
- File: register.ejs
 - Contains html for register page

Folder: partials

- Contains ejs code for header, footer, navbar, and message boxes.

File: .env

- Contains database credentials (not api keys)

File: docker-compose.yaml

- Configuration for docker.

File: index.js

- Contains API routes and db connection
- Starts server

File: player_multi.js

- Contains javascript that powers multiplayer games

File: package-lock.json

- Contains json info for socket.io (what enables multiplayer)

File: package.json

- Contains json info for tuple trivia

