

Architecture Diagram

Collaborative Music Player

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Choice: Event Driven Architecture

Our clients will be interacting with our Node server. The server will be using the endpoints provided by the Spotify API. The Node server will also be interacting with a MongoDB database for the leaderboards and user CRUD operations. The Node server will also be serving static files to clients in order for them to interact with the server.

Events generated by the user (via the client) will cause changes in the server that relate to the architecture described above, such as simple CRUD operations.

