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Rich Media II

MVC Project

My mvc project is a login system for my game. The user will need to have an account to play so that if they decided to play with another player they can. Mvc was used to present the login and signup pages to the player. Take information and pass it to the server and back to the client to give the player a unique id. Mongo will store the players account and unique id. The program uses handle bars to adjust the page content. This was all based off the work done in Domo Maker. Mvc was put on top of my game to provide a login system. It does not use it to full advantage, as that would require reworking already established parts of the game.