# General

Source can live where?

Git

Heroku-like

Server Node/Java combo

Database MySql

* users table

Mocha for Javascript testing

web server layer in the application to make call to the web server

# 1. Anonymous Accounts

If you don’t choose to login with Facebook

when the user opens the app for the first time the app and the internet is available will generate some anonymous username via a call to the web server and saves it in the database and stored on the phone as well but only editable with an internet connection

Then the user can go to settings if they want to change it

# 2. Facebook accounts

Sign in through settings

* account management can be changed in settings, see Settings.

Sign in at the end of online game if you are not already signed in

What do we need?

Android Facebook API

* How will we know if they have a Facebook account? What will we store on the phone?

Android UI at the end of the game that will decide if they are authenticated

No security at this time.

**Unlink an Account from Facebook**

Are you sure message?

web server call which will delete their account from the database

we may need to delete stuff from the device to

call to web server to generate the anonymous username