

## Bellingham Game Dev Week 2 Report

**Will Homel**

### Endpoints:

/

/games

GET, POST, DELETE

/games/:gameId

GET, PUT, DELETE

/games/:genre

GET

/games/:studio

GET

/artists

GET, POST, DELETE

/artists/:artistId

GET, PUT, DELETE

/studios

GET, POST, DELETE

/studios/:studioId

GET, PUT, DELETE

### Schema Example (game):

```
const mongoose = require("mongoose");
```

```
const Schema = mongoose.Schema;
```

```
const gameSchema = new Schema({
```

```
  {
```

```
    title: {
```

```
      type: String,
```

```

    required: true,

  },

  description: {

    type: String,

    required: true,

  },

  studio: {

    type: studioSchema,

    required: false,

  },

  contributingArtists: {

    type: [artistSchema],

    required: false,

  },

  images: {

    type: String,

    required: false,

  },

  genres: {

    type: [String]

  }

},

{

  timestamps: true,

}

);

```

```
const Game = mongoose.model("Game", gameSchema);
```

```
module.exports = Game;
```

## **Moving Forward**

I plan on adding search and sorting to my local indie-game database. I might scale it to "Cascadia"(BC, Washington, Oregon) instead of just Bellingham. The categories and functionality will be based on apps such as Steam and Epic Games Launcher. This will require arrays of Schemas to nest inside associated schemas.