Node.js

Node.js is an excellent way of bringing everything together. When I was working with it, I had a

bit of difficulty getting the server up and running with it. Also, the data was not going to the

correct place; the node.js itself, though, is relatively simple to understand to me after that

obstacle. But this excellent way of sending all your work to a server through your computer is a

bit more fascinating to me than just having visual code handle all of the work for me. Node.js fits

everything around it because no matter the game file with phaser or maybe three.js file, it can be

controlled by node.js, not making it, so the person you want to access that game, for example,

has to have the files to run. Even telling people to check my work on HTML5 canvas through

this server is quite fascinating.