MongoDB - Games Hub - Homework

Client Side:

Games form view:

1. Player enters details on form
2. Event handler picks up on submit event
3. Form prevented from clearing down
4. A newGame is created based on form entry (applying constraints)
5. The is published to channel GameView:game-submitted with the newGame as the pa

Game Model

1. The Games model subscribes to the 'GameView:game-submitted' channel
2. The postGame() method is called passing the game object
3. Game Posted (using Request helper / JSON)
4. Published to 'Games:data-loaded' channel

Game_Grid_View

1. Subscribes to the 'Games:data-loaded' channel
2. the games data is received as the payload
3. the render() method is called passing in the games data.
4. New GameView is called and each game passed is rendered.

Game View
1. The GameView render method creates a container (div) for each game and associate
   html elements
2. appends all to the game view container

ayload

Server (creater_router.js)
GamesRouter Picks up post
newData passed to insert object
(new doc within collection)

Entire collection returned by find() method
Passed to array
Moved as JSON file

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html elements
2. appends all to the game view container