**Purpose:** The site allows users to create accounts, and once logged in, create a display. The display includes a username that other users will see, a message to other users, the user’s high score, and a color for their display. I will eventually tie this in with my final project. For now, there is a web page that simulates score incrementing, and saving to the user’s display.

**MVC and Framework:** Using Domo as a base, I continued using JQuery. The MVC allows for users to see and manipulate their displayed data.

**Mongo:** The user’s display data was stored in Mongo and retrieved upon updating. When the user “plays the game”, if their score is higher than their current high score it is also stored in Mongo and retrieved to update the user’s display.

**Templating Language:** Using Domo as a base, I continued using Handlebars to template the user’s display.