JSON notes:

* For communicating with front end
  + Need to send an object with an array of posts

Front end and Communication notes

* Questions will have the following properties
  + Votes
  + Title
  + Text
  + User ID of poster
  + Tags
  + When it was posted
  + When it was edited
  + Unique ID number
  + Boolean if deleted or not (set to true by default)
  + error
* Answers will be similar to questions except that they are related to one question
  + Votes
  + Question unique id
  + Title
  + Text
  + User ID of poster
  + When it was posted
  + Date modified
  + Unique ID number
  + Boolean if deleted or not (set to true by default)
  + error
* User json
  + Color of their text
  + Name
  + Something..
* Every json object will have an extra field called error and will give back an error message, or success if there is nothing wrong
* For images and video, the link will be inside the ‘question’ and javascript will be able to read the image link and embed the image or video into the question

Database notes

* Will have 5 tables
  + Questions
  + Answers
  + Comments
  + Users
  + Question/Tags
* Comments will be blank for now. The idea with comments is that they are responses to a single answer in order to further discussion. This could cause problems on the front end so we will be leaving the comments table empty for now
* User properties
  + Username/email
  + Password
  + Tags
  + Counter for questions
  + Counter for answers
  + Level based on questions and answers. Is a name that will be next to their name
* Questions and answers have a deleted property, and if it set to true then the answer or question will not be shown (soft delete).

Game aspect

* Question and answers
  + The number of questions and answers that a user has will be monitored, and if a user does not have a set number of answers (say 50) then the user will unable to post more than a set number of questions (say 5).
  + This will also be used to keep track of users and how their name looks, so user with more questions and answers get different color names or different symbols next to their name. This reptesents