

# Multiplayer Game

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## Player

Player collection will store players information when he/she will be login first time and social media array value will get update on each login.

```
{
  "_id": "7b7997a2c0d24f8cb27a6a1d4b5b6310",
  "firstName": "Priya",
  "lastName": "Gupta",
  "email": "pgupta14@stevens.edu",
  "userID": "pgupta14",
  "Password": "P1234",
  "socialMediaLogin": [{
    "isSocialMedia": "true",
    "name": "faceBook"
  }]
}
```

| Name      | Type   | Description                  |
|-----------|--------|------------------------------|
| _id       | string | Stores the player id.        |
| firstName | string | Stores first name of player. |
| lastName  | string | Stores last name of player.  |

|                  |        |                                |
|------------------|--------|--------------------------------|
| email            | string | Stores email of player.        |
| userId           | string | Stores user id for the player. |
| password         | string | Stores password.               |
| socialMediaLogin | Array  | Stores social media details.   |

## Questions

Question Collection will store id's of questions, questions (what the question is?), level of each question and sub document of answer mapped with the each questions.

```
{
  "_id": "5e56c605ea6a8f1ec0f94053",
  "Question": "what keyword we should use in web programming var or let?",
  "level": "1",
  "answer": [{
    "_id": "8a8sf6799366f74d88bcda5e",
    "answer": "let because it's a local variable.",
    "isCorrect": "true"
  },
  {
    "_id": "6y6fa6799366f74d88bcda5e",
    "answer": "var because it's a local variable.",
    "isCorrect": "false"
  },
  {
    "_id": "5e5da6799366f74d88bcda5e",
    "answer": "let because it's a global variable.",
```

```

      "isCorrect": "false"
    },
    {
      "_id": "5e5da6799366f74d88bcrd3u",
      "answer": "var because it's a global variable.",
      "isCorrect": "false"
    }
  ]
}

```

| Name     | Type    | Description   |
|----------|---------|---|
| _id      | string  | Stores the question id.   |
| question | string  | Stores question.  |
| level    | integer | Stores level of each question example(1,2,3).<br><br>Where 3 will be the maximum and 1 will be the minimum level. |
| answer   | array   | This array stores each answer object mapped with the question.  |

## Answers

Answers is the subdocument of the Question collection which will store answer id's and answers.

```

[ {
  "_id": "8a8sf6799366f74d88bcda5e",
  "question_Id": "5e56c605ea6a8f1ec0f94053",
  "answer": "let because it's a local variable.",
  "isCorrect": "true"
}

```

```

},
{
  "_id": "6y6fa6799366f74d88bcda5e",
  "question_Id": "5e56c605ea6a8f1ec0f94053",
  "answer": "var because it's a local variable.",
  "isCorrect": "false"
},
{
  "_id": "5e5da6799366f74d88bcda5e",
  "question_Id": "5e56c605ea6a8f1ec0f94053",
  "answer": "let because it's a global variable.",
  "isCorrect": "false"
},
{
  "_id": "5e5da6799366f74d88bcrd3u",
  "question_Id": "5e56c605ea6a8f1ec0f94053",
  "answer": "var because it's a global variable.",
  "isCorrect": "false"
}]

```

| Name        | Type    | Description   |
|-------------|---------|---|
| _id         | string  | Stores the answer id.                                 |
| question_id | string  | Stores id of question.                                |
| answer      | string  | Stores answers.                                       |
| isCorrect   | Boolean | Stores true if the answer is correct otherwise false. |

## PlayerAnswers

PlayerAnswers collection contains playerId, questionId which is played by the player, playerAnswer field contains answer for the each questions answered by the player, and isSinglePlayer field stores whether the player is playing alone or playing against a BOT or a computer.

```
{
  "_id": "playerId",
  "questionID": "5e56c605ea6a8f1ec0f94053",
  "playerAnswer": "1",
  "isSinglePlayer": "yes"
}
```

| Name           | Type    | Description   |
|----------------|---------|---|
| _id            | string  | Stores the player id.                                   |
| questionId     | string  | Stores id for the question player will answer.          |
| playerAnswer   | string  | Stores answer id choose by player.                      |
| isSinglePlayer | Boolean | Stores true if player is playing alone otherwise false. |

## Game Summary

This collection stores the overall summary of each player. There is a playerId array which store player detail, maximum level player achieved playing at particular date and time, total number of correct answers and total time taken by the player to complete the game. This collection will be used to draw the result.

```

{
  "playerId": [{
    "_id": "7b7997a2c0d24f8cb27a6a1d4b5b6310",
    "firstName": "Priya",
    "lastName": "Gupta",
  }],
  "maxLevel": "1",
  "TimeTaken": "5 min",
  "totalCorrectAnswers": "1",
  "dateTime": "2020-03-12T16:00:00",
  "_id": "7b7997a2c0d24f8cb27a6a1d4b5b6310"
}

```

| Name                | Type      | Description   |
|---------------------|-----------|---|
| _id                 | string    | Stores the answer id.                                     |
| playerId            | string    | Stores player details.                                    |
| maxLevel            | integer   | Stores the maximum level for player                       |
| timeTaken           | timestamp | Time taken by the player                                  |
| totalCorrectAnswers | integer   | Stores the total number of correct answers by player      |
| dateTime            | date      | Stores the date time when the player is playing the game. |