



Database module.

Source: [database.js, line 1](#)

## Methods

(inner) `initDatabase()`

Login to the server with a username and displays the associated stats.

Source: [database.js, line 9](#)

## Home

## Modules

- database
- draw
- events
- io
- main
- multiplayerMain
- singleplayer
- tests
- usernames

## Global

- board
- doubleJump
- opponentName
- username