Project Specifications - Milestone 1

Required features
- real-time game
- multiplayer
- supports arbitrary number of simultaneous games
- user account creation
- log in
- log out
- access-controlled pages
- chat in lobby
- chat in game room
- games states persisted in DB
- must reload user game after user disconnect
- only relevant game state sent to each user
- game states updated in real time in response to user events
- user can play multiple games at once in different tabs
- spectator function (optional)
- "shouldn't look terrible" -Roberts

Tech Stack
- Node.js
- Express.js
- Postgres
- Heroku