Git Client Repo: <https://github.com/smugclimber/boardhorde>

Git API Repo: <https://github.com/smugclimber/boardhorde-api.git>

Main Features:

* User Login/Userbase manager
* Custom User game library Manager
* Event Manager
* Group Manager
* Indecisive Cure(Game suggestion Generator)
* New game purchase recommendations

Main MongoDB Documents:

* Users OBJ {Id: int, name: “”, gamesOwned?: []}
* Games OBJ {Id: int, title: “”, genre?: “”}
* Events OBJ {Id: int, name: “”, location?: ‘’”}
* Groups OBJ {Id: int, name: “”, members?: []}

App Name brainstorm options:

* DiceMonger
* GamePeddler
* BoardRoom
* BoardHorde
* …Alliance, Clan, Union

Angular commands:

Creating a new component: $ng generate component

Creating a new class: $ng generate class

Creating a new service: $ng generate service

Creating a new directive: $ng generate directive

MongoDB commands:

Type ‘**show dbs**’ to show all available DBs

Type ‘**show collections’** to show all available Collections in the DB