PickemSports: Sports App File Directory Model

* bin/ : contains executable scripts, also starts our Node.js server
* config/ :
  + passport.js: handles user authentications and JWT tokens for session management
* data/ : contains the automatically created MongoDB files for the database
* models/ :

contest.js : mongoose schema model for each contest within the web application

* + matchup.js : mongoose schema model for each matchup within each contest
  + nbateam.js : mongoose schema model for a generalized list of each of the NBA teams and to be used within certain matchups
  + users.js : mongoose schema model for users and contains the middleware for handling authentication
* node\_modules/ : contains all external modules automatically created from reference of our package.json file
* public/ : used to store our JavaScript, CSS, Images (logos), and templates of the web application
  + /api :
    - firstContestList.json : an external JSON file containing the matchup and contest objects (and values) to be used within the first contest
    - \*Note: it would be MUCH easier and effective to pay and reference an real time sports data feed API from an external source (like one of the many listed at: <http://www.programmableweb.com/category/sports/apis?category=20016>), but for the sake of this being a class project that doesn’t seem necessary
  + /images : will contain designs for the web applications
  + /javascripts
    - /controllers : contains each of the individual controllers to handle most of the backend (server-side) code
      * authController.js : handles user logins and registrations
      * contestController.js : handles the function of getting the matchups within a specific contest
      * mainController.js : primary function of determining if the current user is registered and logged in
      * navController.js : handles user logouts and incorporates the functions of the main and auth controllers
      * mlbController.js : binds the mlbTeams object values to that of the values within a specific JSON file
      * nbaController.js : binds the nbaTeams object values to that of the values within a specific JSON file
      * nflController.js : binds the nbaTeams object values to that of the values within a specific JSON file
      * nhlController.js : binds the nbaTeams object values to that of the values within a specific JSON file
    - /services :
      * authService.js : contains the middleware and functions for the nav, auth, and main controllers
      * contestService.js : primary function is to fetch the data from the JSON file to be binded by the contest controller
      * mlbService.js : contains the general object values for the general list of MLB teams
      * nbaService.js : contains the general object values for the general list of NBA teams
      * nflService.js : contains the general object values for the general list of NFL teams
      * nhlService.js : contains the general object values for the general list of NHL teams
    - /angularApp.js : contains the configuration and function in bringing each of the services and controllers into one singular file (DRY)
  + /stylesheets
    - style.css : contains some of the basic styling for the web application
* routes/ : contains the routing configurations for each of the controllers, services, and views
  + auth.js : contains the routing configurations for user navigation within the login and registration pages
  + contests.js : contains the routing configurations for user navigation within the contests available to participate in and a specific contest to pick matchups in
  + index.js : contains the routing configurations for the index view
  + nbateams.js : contains the routing configurations for user navigation within the nba view
  + partials.js : contains the routing configurations for user navigation within each of the views contained within the /views/partials directory (DRY)
  + users.js : contains the routing configurations for user authentication
* views/
  + /partials
    - contest.ejs : HTML page of a specific contest within the list of contests displaying each individual matchup and users who have also joined that specific contest
    - dashboard.ejs : HTML page of the user home page after logging in within the web application
    - header.ejs : HTML/JS page for the header to be displayed on every HTML page within the web application (DRY)
    - login.ejs : HTML page of the login page
    - mlb.ejs : HTML page of a general list of each MLB team
    - nba.ejs : HTML page of a general list of each NBA team
    - nfl.ejs : HTML page of a general list of each NFL team
    - nhl.ejs : HTML page of a general list of each NHL team
    - register.ejs : HTML page of the registration page
  + /error.ejs : general HTML page for error handling
  + /index.ejs : HTML page containing the layout and inherited script files (controllers, services, CSS, etc.) to be used on each partial
* app.js : used to import server files including modules, configure routes, database connections, etc.
* package.json : defines the JSON object that containd various properties of the project, also defines the versions of Node required and the modules the web application depends on