

Journal-Week 3

This week met with team members and finalized on technology. We will be using MEAN stack. For backend, we are using MongoDB since it is good for small projects where we can focus on developing the game logic than worry about creating multiple tables and constraints on fields of table.

I have come up with tables which will be required for:

1. **UserInfo Table** for Storing information of Player like Username, Password, score
2. **Binary-Quiz Table** Storing questions as per difficulty level
3. **Scorboard Table** for storing scores of all the users

Any alterations if required can be done later as we progress on the development. So, this week my work it so set up database and try to fetch data from table and the same should be sent back from the server.

Simplicity:

A simple game is something which should just work, anyone should be able to play it rather than the game asking for multiple inputs from user, which will disinterset the player!

What can be better example of explaining simplicity than using a new and simple technology/database rather than using classical way of storing data. This functionality will be achieved by using the latest [db:Mongodb](#). It is simple way of storing the data and fetching as per need. Also, the tables that I will be needing for this project are independent so there is no real use o RDBMS here. All information can be stored in different collection i.e table.