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Link to my Node instance: https://cc221003-10045.node.fhstp.io

Short Description:

User can play vs other users.

Guests can play vs other guests.

If user play against each other, the game is saved to the database.

Login/Register functionality ready, but there seems to be a problem with result.insertId when I create a user. But on my local Node instance it's working. So I am trying to figure this out by tomorrow.