How to run the code?

- First Download the project from the **github** and open the terminal in the project folder.
- Now Enter the command **"npm i"** and wait until all packages are installed.
- Now Enter the command **"node index.js"** to start the backend of the project.
- Now Enter the command **"npm start"** to start the frontend.
- The project is functionable on your **localhost**.

Logical explanation of all our architectural choices in the project:

- We used MongoDB for storing our users data and game progress data.
- We used NodeJS for making connections for the backend.
- We also used ReactJS for frontend.

Assumptions made:

- We have made an assumption that a user cannot play multiple games with same person at the same time, so we have designed in such a way that if a user is playing with a person then he cannot receive or send

a request to or from that particular person for a new game, thereby the new request can only be sent when the game ends.

- A user can play multiple games simultaneously but no two games should be played with the same person, i.e every game must be played with a different opponent.
- A person cannot start a game with any player without their acceptance for the request sent by the user, for a new game the user sends the request for the player with whom they are willing to play with.