

docker

• User account information

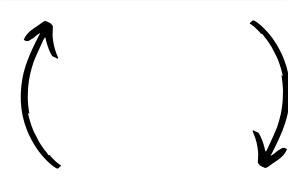
• Current games

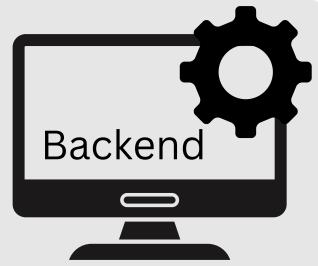
• Game state / status

- User interface
- Client side logic
- Communication with backend

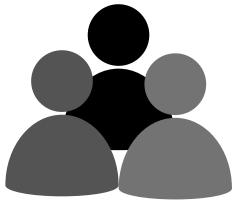
Frontend

docker





- Database access
- Game logic
- User Authentication
- Networking logic



External players