Project Progress:

1. Implementing the API to fetch the PC configuration of the user.

   First step in our project is to determine the user's system configuration. To fetch user's system configuration, we are using a library named "system information".

   Library:
   It is meant to be used as backend/server-side library.

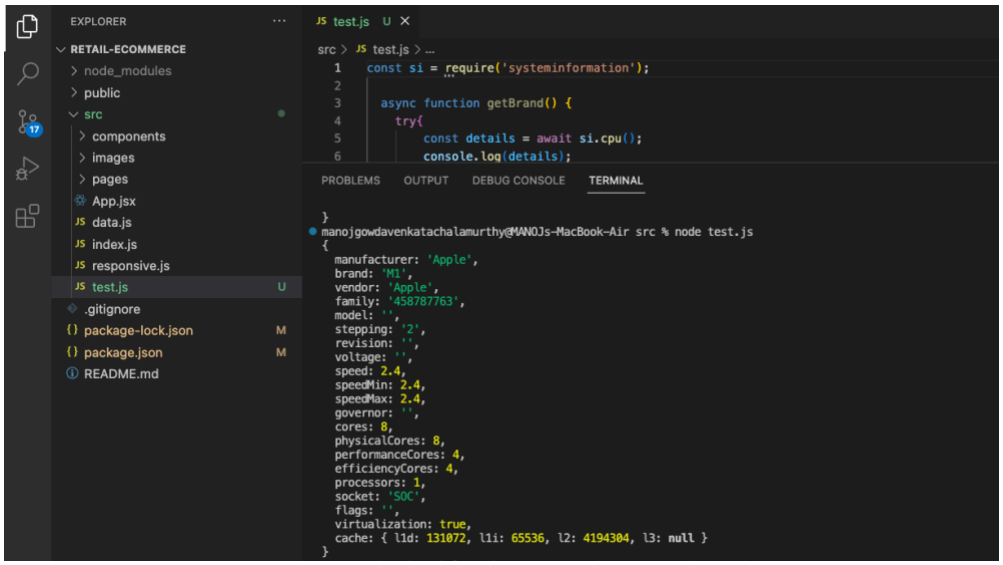
   Basic Requirements to run the library:
   To use this package, we should have node.js version 4.0 and above installed.

   Usage:

```
const si = require('systeminformation');

// promises style - new since version 3
si.cpu()
  .then(data => console.log(data))
  .catch(error => console.error(error));
```

   Result:



From fetching the above details, we will suggest better tuning for flawless gameplay.