

IV.1 Overview

- Web

- **Major module:** Use a Framework as backend.
- **Minor module:** Use a front-end framework or toolkit.
- **Minor module:** Use a database for the backend.
- **Major module:** Store the score of a tournament in the Blockchain.

- User Management

- **Major module:** Standard user management, authentication, users across tournaments.
- **Major module:** Implementing a remote authentication.

Gameplay and user experience

- **Major module:** Remote players
- **Major module:** Multiplayers (more than 2 in the same game).
- **Major module:** Add Another Game with User History and Matchmaking.
- **Minor module:** Game Customization Options.
- **Major module:** Live chat.

- AI-Algo

- **Major module:** Introduce an AI Opponent.
- **Minor module:** User and Game Stats Dashboards

- Cybersecurity

- **Major module:** Implement WAF/ModSecurity with Hardened Configuration and HashiCorp Vault for Secrets Management.
- **Minor module:** GDPR Compliance Options with User Anonymization, Local Data Management, and Account Deletion.
- **Major module:** Implement Two-Factor Authentication (2FA) and JWT.

- Devops

- **Major module:** Infrastructure Setup for Log Management.
- **Minor module:** Monitoring system.
- **Major module:** Designing the Backend as Microservices.

- Graphics

- **Major module:** Use of advanced 3D techniques.

- Accessibility

- **Minor module:** Support on all devices.
- **Minor module:** Expanding Browser Compatibility.
- **Minor module:** Multiple language supports.
- **Minor module:** Add accessibility for Visually Impaired Users.
- **Minor module:** Server-Side Rendering (SSR) Integration.

- Server-Side Pong

- **Major module:** Replacing Basic Pong with Server-Side Pong and Implementing an API.
- **Major module:** Enabling Pong Gameplay via CLI against Web Users with API Integration.