Team 3: Brute Force

**Tech Stack:**

JavaScript

HTML

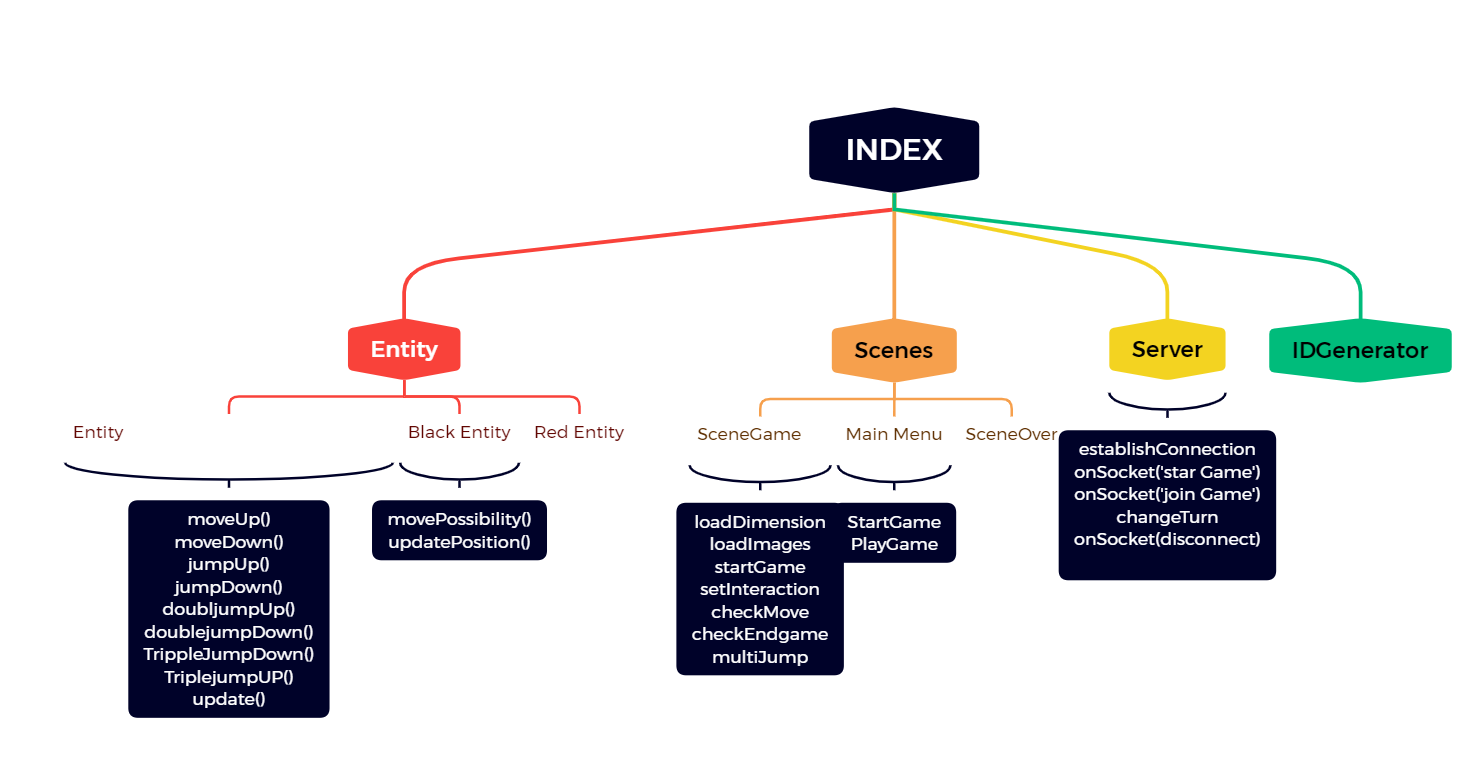
CSS

**Architecture:**

**We are dividing architectural design into four classes.**

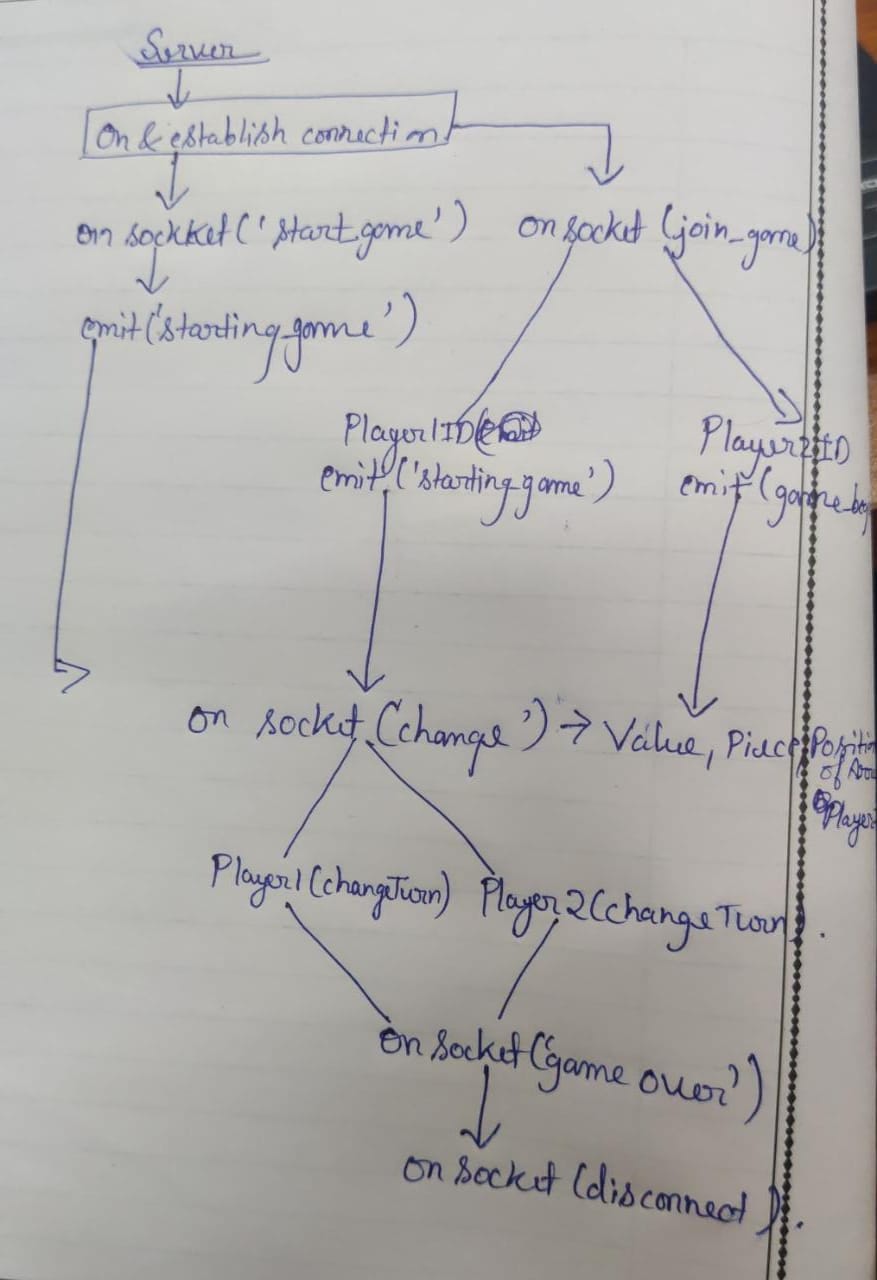
1. Server Module
2. Entity Module: **Entity(checkers)**, **Black Entity** **and Red Entity**.
3. Game Scene Module: **Main Menu**, **GameScene** and **GameOver.**

And one additional module namely **gameIDGenerator** for generating Game ID.

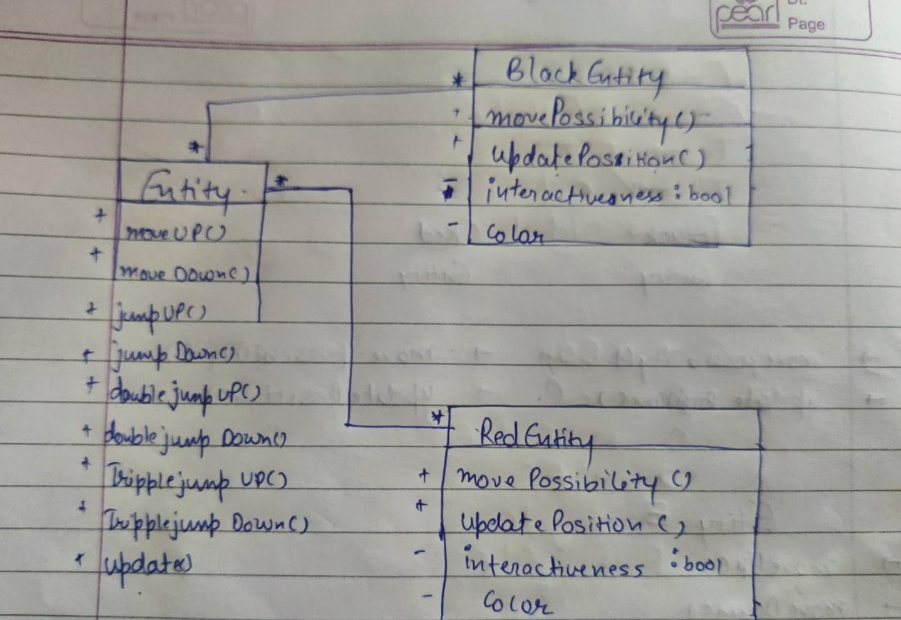
****

**MIND MAP**

**1.Server:**

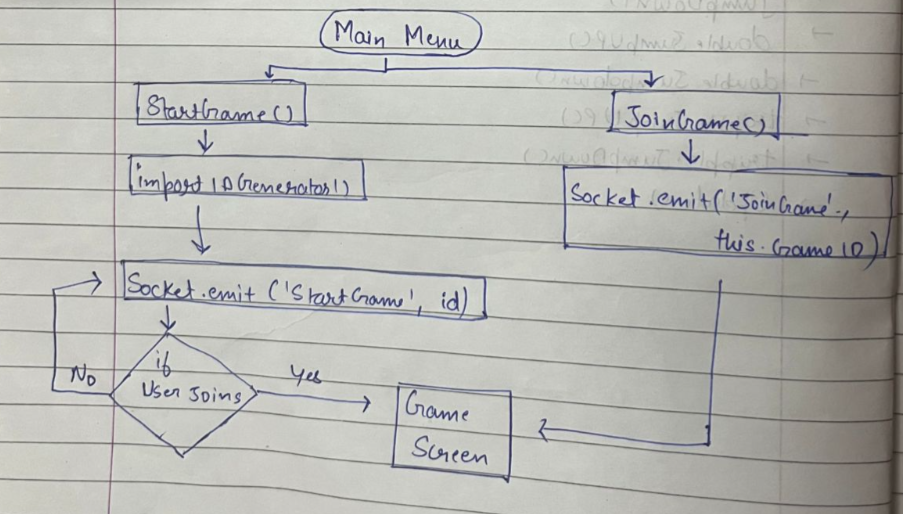
****

**2.Entity**



3.**Scene:**

**i) Main Menu**



3.Scene:

