Team: Brute Force

**Tech Stack:**

JavaScript

HTML

CSS

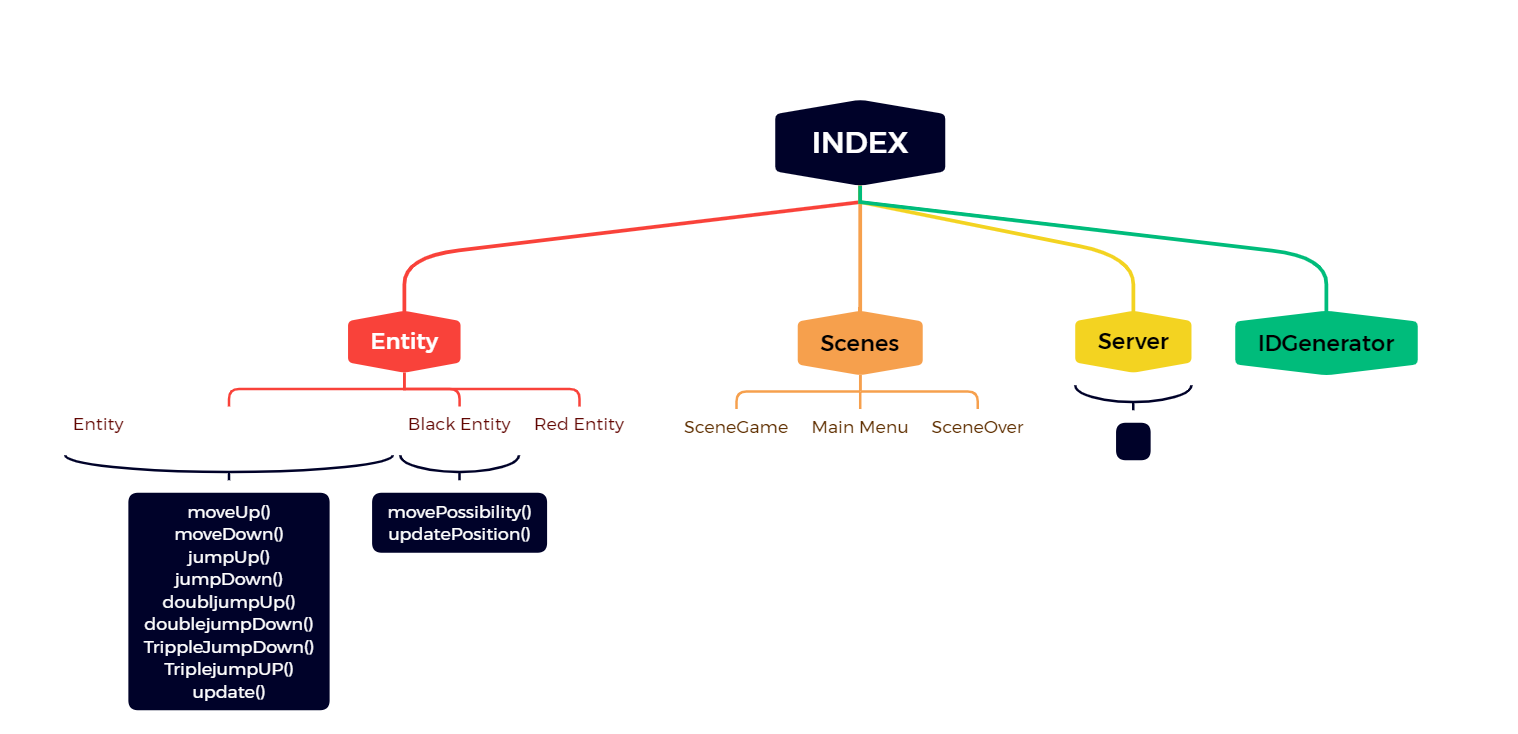
WebSocket

**Architecture:**

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

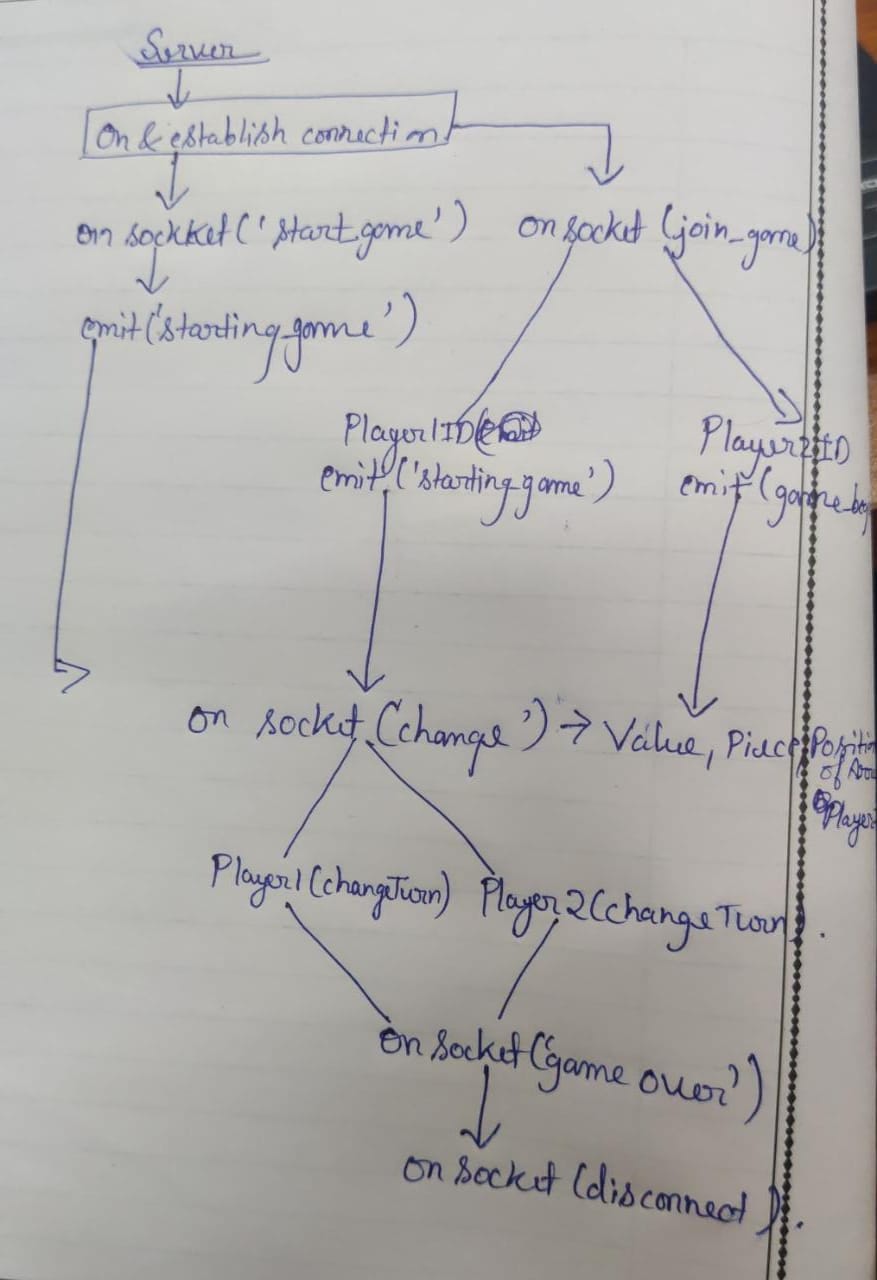
1. Server Module
2. Entity Module: **Entity(checkers)**, **Black Entity** **and Red Entity**.
3. Game Scene Module: **Main Menu**, **GameScene** and **GameOver.**

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

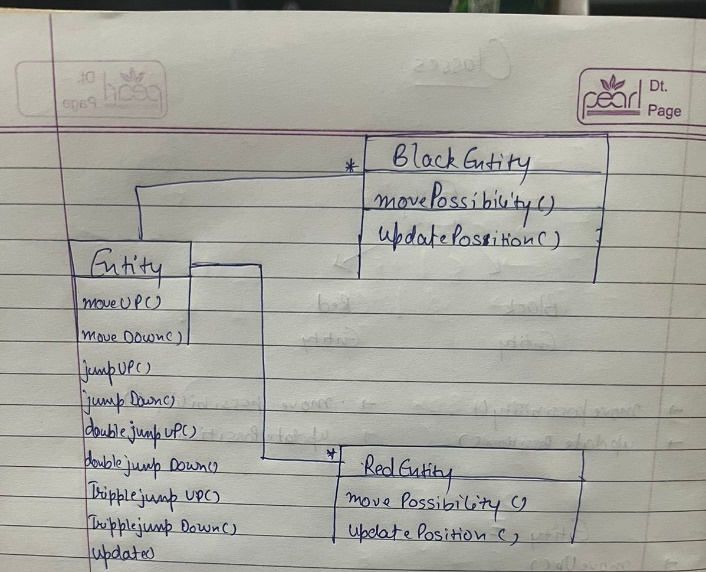
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**MIND MAP**

**1.Server:**

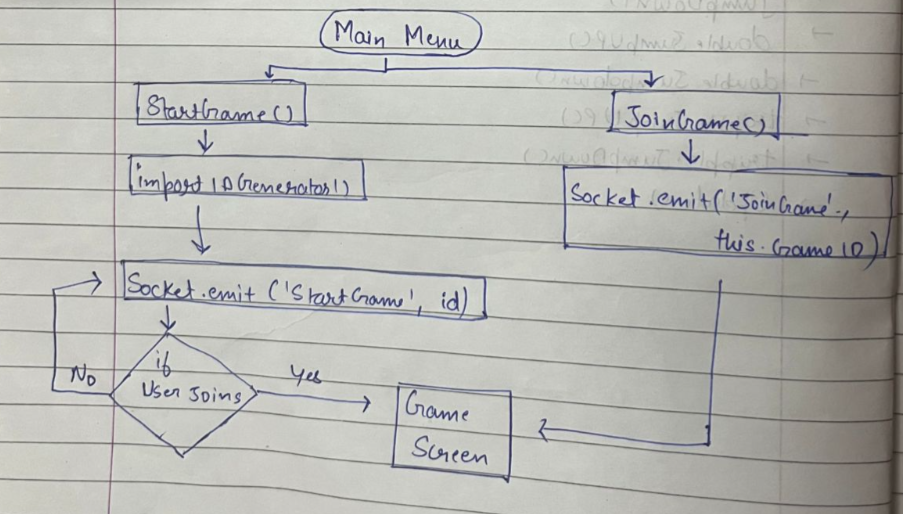
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**2.Entity**



3.**Scene:**

**i) Main Menu**



3.Sce

