The client wants a simple board game. A server should have a list/array of 6 strings. When the game starts, this list of 6 strings should be in a shuffled order and this order should be stored in the database. A user should have a GUI to roll a 6-faced die in their browser. The die should roll with animation. Whatever number lands in the die, the number should be sent to the server via socket and stored in the database and the server should return the corresponding string in the shuffled order. This string should be shown in the User's browser.

You should push the project to a private git repo and share the repo with us.
Our email: semanticcreation@gmail.com
Github: semanticcreation
Bitbucket: semanticcrea

Please push the initial commit as soon as you start the project.

The frontend should be built in React.js
The Backend should be built in Node.js
MongoDB database is to be used.
You can use any libraries or packages to build the frontend or backend.

List of strings:

1: Hi, Have a cup of coffee.
2: Hey, Have a cup of milk tea.
3: Hello, Have a cup of orange juice.
4: Namaste, Have a cup of green tea.
5. Good Afternoon, Have a glass of wine.
6. Good Evening, Have a glass of beer.

Image Link for Dice Sprite For Roll Animation:
https://github.com/Rinirihiriro/dice/blob/master/dice.png

For Animation of Dice you may use Pixi.js Library:
Link: https://pixijs.com