**Hardware**

For the server-side hardware, we will be using Microsoft Azure App service, with a database on Azure Databases for MySQL. This server will be built using C# and ASP.NET Core. For the client-side hardware, the application will be running on any user devices that are able to run React Native applications.

**Architecture chosen**

The architectures involved with building this program are a combination of Client/Server Architecture and Component-Based Architecture. The client/server architecture aspect is due to the separation between the client-side frontend of React Native and the server-side backend of C# and ASP.NET Core. The Component-Based architecture aspect is due to the program being a collection of loosely based components providing services to each other, like game logic, database communication, user authentication, etc.