**THE PROBLEM**

Many times, because we have no time, we can't finish or play our games, or maybe we forget what games we have.

**PLAN**

My plan is going to be:

* **Database**: I’m using a relational database: PostgreSQL.
* **Backend**: Node.JS plus Express, but also, TypeScript.
* **Frontend**: React, TailwindCSS, TypeScript.

For the backend and frontend, I need to do some basic testing using Jest and react-testing-library.

**STRUCTURE**

* **Apps** → There will be my backend and frontend.
  + **Backend files**
  + **Frontend files**
* **Design-Files** → Diagrams, MD Files, etc.
* **README.md** → Description of the project and how to install it on other computers.

**USE GIT**

* Use conventions: [Conventional Commits](https://www.conventionalcommits.org/en/v1.0.0/)
* Use checkouts
* Commits must be small
* Use pull requests.

**DOCUMENTATION (README.md)**

* LOGO
* ABOUT
* PROJECT STRUCTURE
* GETTING STARTED
* DEPLOY