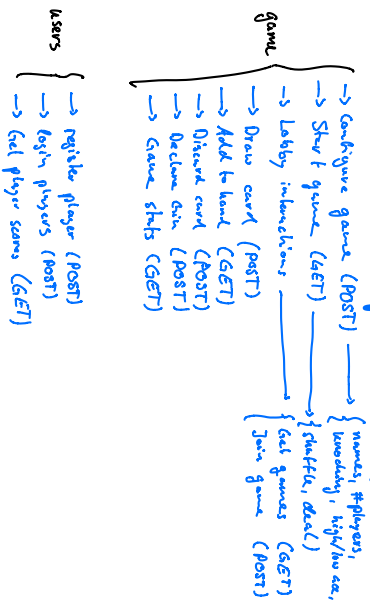
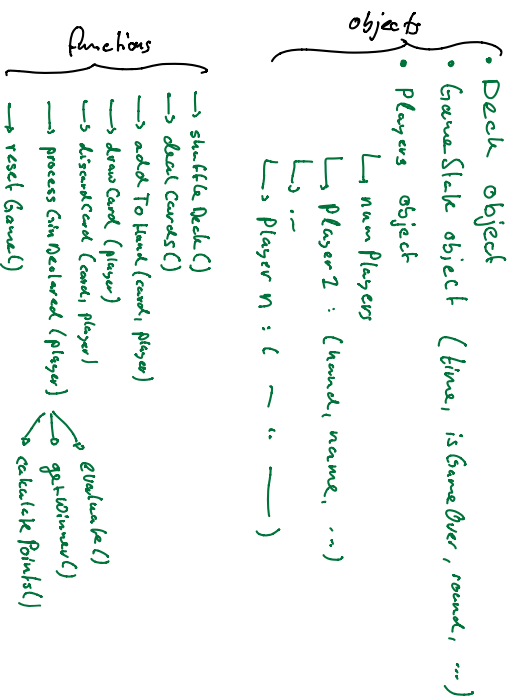


Server

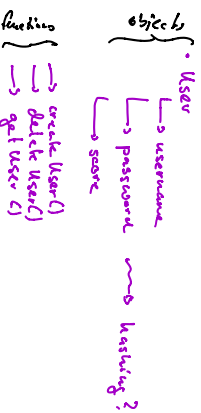
API — endpoints only



GAME — logic, rules, ...



Users — keep track of registered users



Client

