Web Modules
[ ] Major: Use a Framework as backend
[ ] Major: Store the score of a tournament in the Blockchain
[ ] Minor: Use a front-end framework or toolkit
[ ] Minor: Use a database for the backend

User Management Modules
[ ] Major: Standard user management, authentication, users across tournaments
[ ] Major: Implementing a remote authentication

Gameplay & User Experience Modules
[ ] Major: Remote players
[ ] Major: Multiplayers (more than 2 in the same game)
[ ] Major: Add Another Game with User History and Matchmaking
[ ] Major: Live chat
[ ] Minor: Game Customization Options

AI / Algorithms Modules
[ ] Major: Introduce an AI Opponent
[ ] Minor: User and Game Stats Dashboards

Cybersecurity Modules
[ ] Major: Implement WAF/ModSecurity with Hardened Configuration and HashiCorp Vault for
Secrets Management
[ ] Major: Implement Two-Factor Authentication (2FA) and JWT
[ ] Minor: GDPR Compliance Options (User Anonymization, Local Data Management, Account
Deletion)

DevOps Modules
[ ] Major: Infrastructure Setup for Log Management
[ ] Major: Designing the Backend as Microservices
[ ] Minor: Monitoring system

Graphics Modules
[ ] Major: Use of advanced 3D techniques

Accessibility Modules
[ ] Minor: Support on all devices
[ ] Minor: Expanding Browser Compatibility
[ ] Minor: Multiple language supports
[ ] Minor: Accessibility for Visually Impaired Users
[ ] Minor: Server-Side Rendering (SSR) Integration

Server-Side Pong Modules
[ ] Major: Replacing Basic Pong with Server-Side Pong and Implementing an API
[ ] Major: Enabling Pong Gameplay via CLI against Web Users with API Integration