

# Backend Overview

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The backend is a standalone web service that provides all server-side functionality for the game developed in the Unity engine (version 6.3). Unity serves only as the client and communicates with the backend through RESTful HTTP APIs using JSON.

The backend is responsible for:

- User authentication and account management.
- Player profile data (XP, level, statistics).
- Submitting and storing game session results.
- Generating and returning leaderboard data.
- Managing optional features such as an item store or inventory.
- Ensuring persistent data storage and secure server-side validation.

Unity does not perform any backend logic; it only sends requests and displays responses. All core logic and data handling occur within the backend service.