Client side.

Html, CSS, and JavaScript are all standard client side languages. The game will be rendered using WebGL. This can be done through Unity or Unreal. Unity uses cs as its scripting language, where as unreal uses CPP. CPP however is a complex high level language compared to cs, so unity shall be used. This will make managing the project easier as code will be better understood.

The game will need to communicate with the webpage it resides on. This can be done with a unity loader method, [SendMessage()](https://docs.unity3d.com/Manual/webgl-interactingwithbrowserscripting.html).

Server Side.

Player data will need to be stored. Some data required will likely be a username unique to the player and password. Databases should be used to store this information. SQL is a simple language and will allow easy creation and management of such database.

Separate tables can be used to store login information and game information. This May be used for multiple player characters. But helps mainly by separating information for easier management

Php is the standard language for server-side scripting and should be used to gather data by querying the database. This can be used for a login/signup system. Session variables can then be used to transfer or use any data gathered, (e.g. displaying profile infomation).