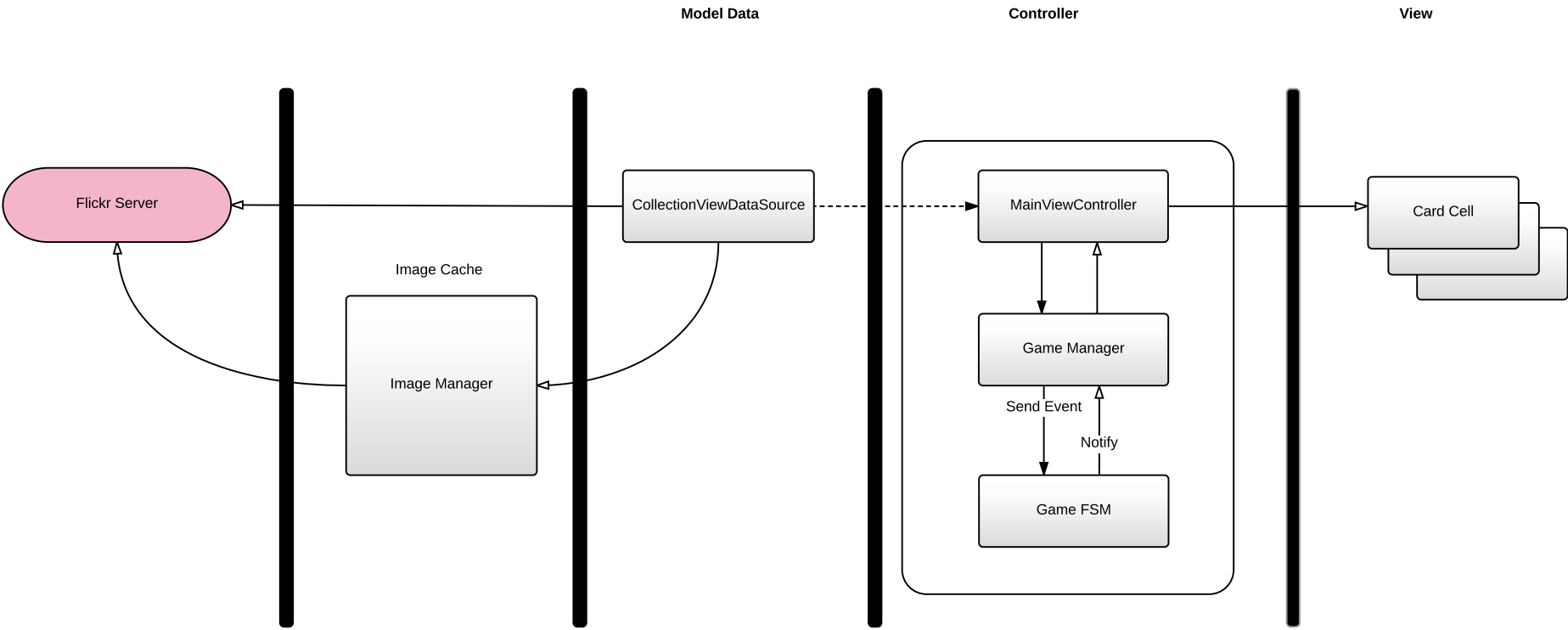# Information Flow (MatchMatch App)

- Using MVC Structure
- 3rd party lib
  - Alamofire : Network
  - AlamofireImage : Image Cache, Image download
  - SwiftyJSON : Ease json parser
  - Transporter : Swift FSM
  - CNPPopupController : Fancy popup view
  - NVActivityIndicatorView : Fancy loading view

Model Data **Controller** **View**

Flickr Server

Image Cache

CollectionViewDataSource

MainViewController

Card Cell

Image Manager

Game Manager

Send Event Notify

Game FSM

Game FSM

State —Event→

Init — *ViewDidLoad()*

Ready Event — *Pressed 'New Game' button*
Request new cards

Ready

Closed result popup Init Event Play Event — *Pressed 'Play' button*

Pressed 'Pause' button Pause Play

GameOver Event — *Game Over or pressed 'GameOver Button*

GameOver