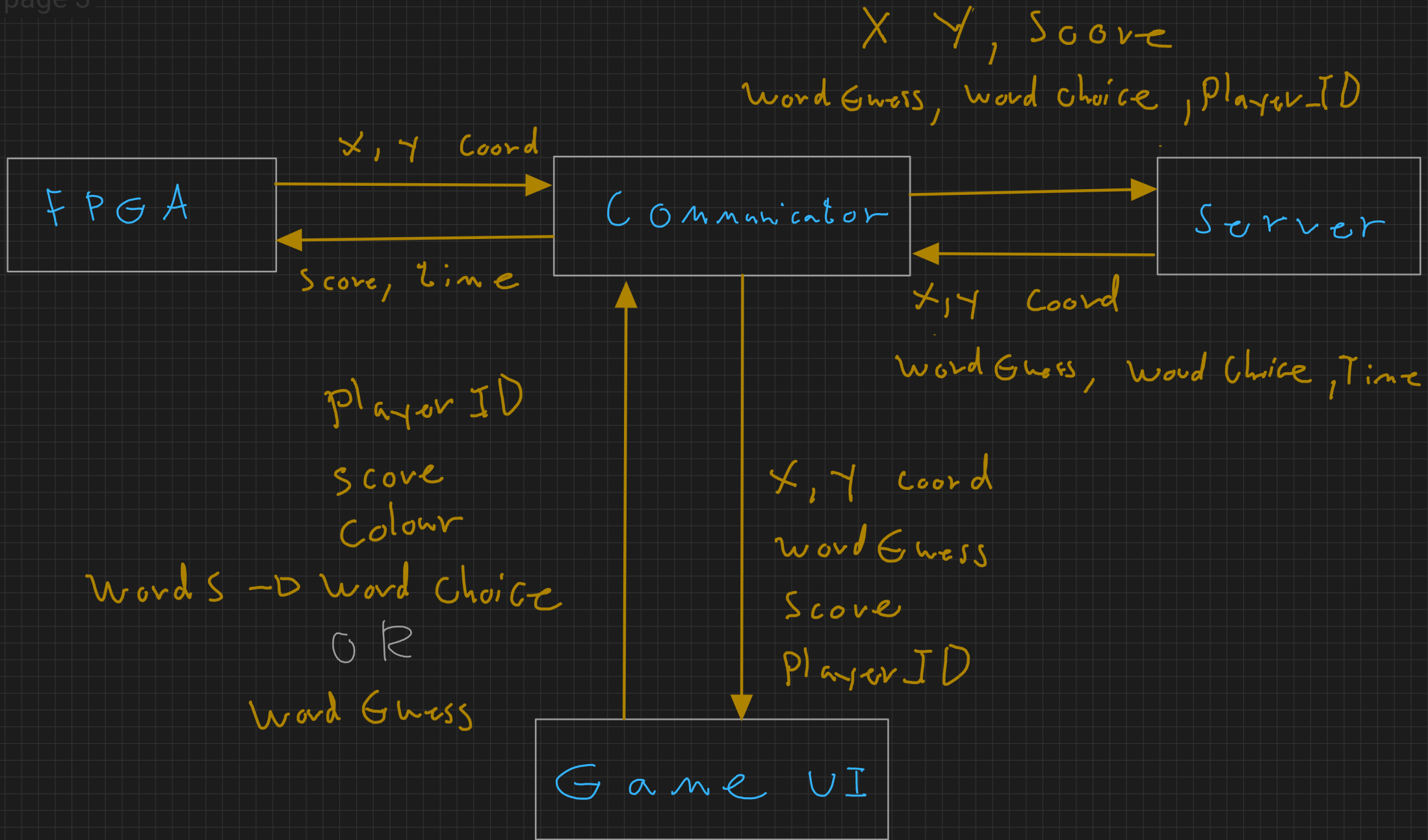1) Server decides PlayerID

2) Server picks next PlayerID to draw

3) GameUI generates words, Player picks -> wordchoice
   4> wordchoice sent to server

4) wordchoice broadcasts to all Players,
   visible only to Player = drawer PlayerID

5) PlayerID data from FPGa sent to
   server and sent to all players with
   chosen colour, timer begins

6) All players download xy data + colour
and draw → except drawer, as
will draw from own data.

7) Players guess, word guess + playerID
broadcasted to all for chat

8) Score calculated by server on
successful guess, sent to all players

9) Next player chosen, data cleared

X Y, Score

Word Guess, Word Choice, Player_ID

FPGA

Communicator

Server

X, Y Coord

Score, time

X, Y Coord

Word Guess, Word Choice, Time

Player ID

Score

Colour

Words → Word Choice

OR

Word Guess

X, Y coord

Word Guess

Score

Player ID

Game UI

Server

P1

P2

Score
Words —D Word Choice
playerID
Colour
X   Y

Word Guess , Time , Score
+
Player ID

Word Guess ,
Time
Score
Player ID

Score
Word Choice
Colour
X   Y