Functions implemented:

* **displayMessage()**

- exists within ai.js and default.js, used to display popup lightbox message with pertinent information to the user and buttons as necessary

* **displayUpdate(header, message, buttonType)**

- exists in default.js, used to display a more customized popup lightbox message with multiple options for the types of buttons displayed

* **$('#button1').click(function() {…}**

- exists in both ai.js and default.js, handles the PHP POST request that increments the appropriate game statistics upon the completion or forfeiting of a game

* **$('#button2').on('click', function() {…}**

- exists in default.js, handles the event that a player accept a game invite

* **$('#button3').on('click', function() {…}**

- exists in default.js, handles the event that a player rejects a game invite

* **displayResults(game)**

- exists in ai.js, displays and updates the appropriate result of the match

* **socket.on('gameAccepted', function(msg) {…}**

- exists in app.js, used in PvP matches when a player accepts a game match request from another player as server-side handling to signal to the player that sent the invite that their opponent has accepted. Also exists in default.js as client-side handling to initialize the game on acceptance for both players

* **socket.on('gameRejected', function(msg) {…}**

- exists in app.js, used in PvP matches when a player rejects a game match request, used for server-side handling to signal to the requesting player that their opponent has declined. Also exists in default.js as client-side handling to enter the players back into the lobby and hide the lightbox popup

* **socket.on('opponentLeft', function(msg) {…}**

- exists in app.js, used in PvP matches when one player forfeits the match, signals to the remaining player that their opponent has left. Also exists in default.js as client-side handling to trigger a PHP POST request that increments the remaining players’ win count after their opponent has forfeited

* **selectDifficulty()**

- exists in cpu.php, handles the selection of the difficulty for the AI

* **promptUserLeave()**

- exists in cpu.php and pvp.php, displays message to the user in the event they select to forfeit, asking them to confirm they would like to leave

* **cancel()**

- exists in cpu.php and pvp.php, controls visibility of the “x” button on the displaying popup lightbox, allowing the user to cancel if input is not required or they change their mind. In pvp.php it also sets a flag for whether the match was forfeited

Additionally, custom PHP code was included in all PHP files to handle all queries and session variables to do with the user, in terms of their information and statistics