

- 1: New game that's been started tells backend it exists.  
Connecting with each other via Web Socket and  
connection is saved in the DB.
- 2: UI Screen asks Backend via API calls which games are  
active.
- 3: Backend gives active games via JSON.
- 4: UI Screen chooses active game.  
UI Screen does API calls to Backend to update gameplay.
- 5: Backend sends JSON via websocket to Game Screen  
telling which things to update.

