

5

3

5

3

Backend

4

2

1

1

4

2

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.

UI Screen

Flappy Bird  
#2

UI Screen

Flappy Bird  
#1

Game Screen

Flappy Bird  
#2

Game Screen

Flappy Bird  
#1