

Platform Sequence Diagram

Description

This diagram contains an example of the communications that are expected to take place between all of the components within the system, communicating over various protocols including HTTP POST, function calls, Socket.IO, TCP, etc.

The use case taking place throughout the diagram is:

1. Instantiating the Go Backend
2. Desktop user creating a new lobby
3. Mobile Users joining the lobby
4. Mobile User setting status as ready
5. Desktop User Kicking a User in Lobby
6. A Mobile User leaving the Lobby
7. The Desktop User initiating the start of an Application
 - a. The Application Running
 - i. Desktop user sending a message to Application Server
 - ii. Application Server sending a message to a Desktop user
 - iii. Mobile user sending a message to the Application Server
 - iv. Application Server sending a message to a Desktop user
 - v. Ending a Running Application with Instance Destroying

