Client

Client

Server

1) Connects to server
2) Picks the picture they want their opponent to guess
3) Sends question for the other person to answer

1) Gets the opponents answer to the client's question and sends it back to them
2) If there is a winner the server tells both clients what the result is

1) Server saves the picture or ID of the picture that is being guessed by both players
2) Checks to see if either player has won – if so ends game and sends appropriate signal to clients
3) Keeps track of the people who have been eliminated from the possibility of being guessed

Libraries:
-PubNub
-jQuery
-Node.js
-Bootstrap
-Possibly other libraries