**Client #1**

**Client #2**

**Server**

**Database**

STARTUP
-Client GET's the page and as the page is loading gets the pictures to start up the board
-When the page is loaded it POSTs to the server to get the chat and the guess fields and to setup the user's card that they will be answering questions about and to update the opponent's board

-Client POSTs their current board state and their chat every couple seconds
-Every time the guess button is clicked and it is a valid guess (it is that user's turn and they answered the other user's guess) the game posts that guess to the server
-Every POST is answered by the server with an up to date version of the client's game

Game Over
-Each user can make their final guess at any time and when they do the client posts to the server, which analyzes their guess and returns them to the account page where it tells them if they gained cred or lost cred from the game

-Database stores a collection of locations of the pictures for each game type so when the user asks for the picture locations the Database gives them to the server which sends it to the client
-The Database also keeps track of a collection of the users and the current states of all the games in progress including the game objects which include each player's game board, who's turn it is, and a log of their chat and guess history for that game