Workflow

1. Broadcaster Signs into App
2. Broadcaster Turns On Game/Updates Settings/Automatic or something
3. Choose Quest
   1. How do we choose quest?
   2. Just start on first quest
   3. If last quest beaten just go onto next quest
4. Game Creates "Start Quest" Reward
5. User redeems "Start Quest" Reward
6. Game received "Start Quest" redemption
7. Game Try to start
   1. If Game is already started, reject redemption (multiple people starting at once)
   2. If game is not started, accept redemption and mark complete
   3. If overlay is turned on, a "timed" game can be started
   4. If overlay is turned off, only an HP game can be started (we are not running a server to check for timing, the overlay will be used to track timers).
8. Game deletes "Start Quest" Reward
9. Game posts in chat/pushes to overlay game starting information
10. Game creates action Rewards for current boss HP level
11. Users redeem actions
12. Game increments current HP on each redemption.
    1. If redemption comes in after HP is 0, reject redemption (timing if boss already killed)
    2. If boss still has HP, increment, and complete redemption
    3. If boss HP goes below 0 on an action, delete rewards, complete round.
    4. Check HP for new actions to be unlocked
13. Setup next round
    1. If overlay, can setup a timer between rounds
    2. If no overlay, just setup next “Start Quest”

Gotchas:

* If overlay is turned off mid game, game will convert to "HP only" game. If overlay comes back online, timers are lost and cannot be restarted.
* If overlay is disconnected, we can resume timer as long as overlay still is counting down in memory.