Keyboard Interaction Flow

Document	Command	Event

keyboard/keyboardClicked —— **Guesses**/incomingGuess

Guesses/evaluateRow —— **Guesses**/clearNonEvaluatedGuesses —— **game**/setStatus —— **api**/apiRequest

Guesses/addNonEvaluatedGuess

Guesses/evaluationSuccess —— **Guesses**/addEvaluatedGuesses —— **Game**/setStatus

Guesses/evaluationError —— **overlays**/addToast —— **Game**/setStatus