The sequence begins when the GameMaster determines a game has concluded and initializes EndGameController. Once the EndGameController has been initialized it requests a string array (with GetGameStats()) including all stats for the recently concluded game from the StatsLogger. The StatsLogger will report upon this information to the EndScreenController and it will send this information to EndScreen (with statsTable()) who will display it on the screen. If the Close button is pressed, the program exits (with close()). If the back button is pressed the EndScreen will close and the StartScreen will open (with closeView()). This will also hand off the control to the StartMenuController. Finally the stats button will get the EndScreenController to push the updated stats to the server (with updateStats()) and then send the view back to the main screen.