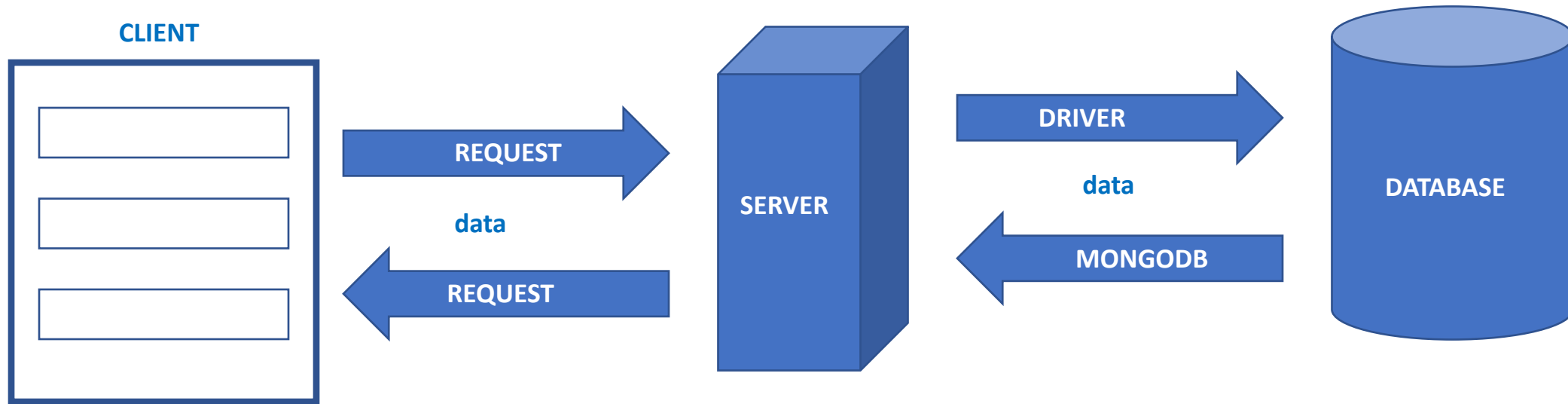


## Client – Server multi-direction data-flow



1. The router is responsible for defining routes in applications.
2. Clients are the media through which request are made to the server the and is also used to render the response from the server.
- 2b. Servers handle the client requests services. It is also the intermediate connector between the client and the database.
3. server.js is responsible for making the game app available to server requests. It is the medium between users and the game app.
4. gameRouter helps handle routing services and callback for the router instances.
5. The front end accepts requests from the user, sends them to the server and gets responses from the server; rendering it back to the user via the browser.
6. Fetch takes an optional argument of an object and contains the data that forms part of the request request.
7. The front-end application consume makes requests to the create\_router.js
8. The mongodb driver helps to establish res & req connectivity between the server and the db.