**User makes shot**

In the case that a user makes a shot, the system executes the following sequence. First, the user takes the shot. If the shot is made, the break beam sensor on the goal reports to the attached Arduino. That signal is then sent to the central processing node. The node then acquires the relative position that the shot was taken from by the beacons. That position is then reported to the user and recorded to the database.

**User requests direction to basket**

In the case that a user wants to get the location of the basket through audible ping, the system executes the following sequence. The user presses a button on the application. A signal is then sent to the central processing node. That signal then reports to the Arduino attached to the goal, which plays a midi signal from a speaker attached to the Arduino

**User requests position**

In the case that the user wants to request their grid coordinate, the following sequence is executed. The user presses a button on the application. A signal is then sent to the central processing node. The node then acquires the relative position of the player’s module. This position is then reported back to the user through the application’s speaker.

**User logs in**

In the case that the user wants to login into their player account, the following sequence is executed. When the user open up the application, they are then prompted to either login or continue. The credentials are sent to the central processing node, where the players profile is acquired. The user prompted then to confirm. If confirmed, player account becomes active account.

**User makes changes to settings**

In the case that the user wants to make changes to their settings, the following sequence is executed. The user presses a button on the application. The application then reports a list of options to the player, and waits for a response. Once the player has selected, a signal is then sent to the central processing node to handle the request. The options will include elements such as, change profile, change game type, and recalibrate.