**Trivia Game Responsibilities**

* Game Server’s Responsibilities
  + Keep track of player scores/metrics
  + Create and maintain trivia games
  + Serve questions to players
  + Select which player can answer
  + Verify if a selected answer is correct
  + Give points based on the remaining time left for the player to answer
  + Freeze and Unfreeze players
* Game Client’s Responsibilities
  + Display questions to the user
  + Gather information on the user for registration
  + Allow the user to register for a game
  + Prevent the user from attempting additional answers if first attempt is incorrect
  + Adjust the amount of time for answering each question between the min and max time limits
    - This is done by keeping track of the number of consecutive right or wrong answers
  + Enforce answer time limit once a player is allowed to answer by the server
    - Example: When a player is allowed to answer by the server they will have 5 seconds to select and submit the right answer. If no answer is selected in that time frame an empty UUID (one with all 0s) will be sent by default to the server. If an answer is selected, but not submitted within the time frame the currently selected answer’s UUID will be sent.
  + Freeze/Unfreeze client input when commanded by the server
  + Notify the server when the player ran out of time to answer
  + Notify the server when a player leaves
  + Display the player’s current score and all other player’s scores