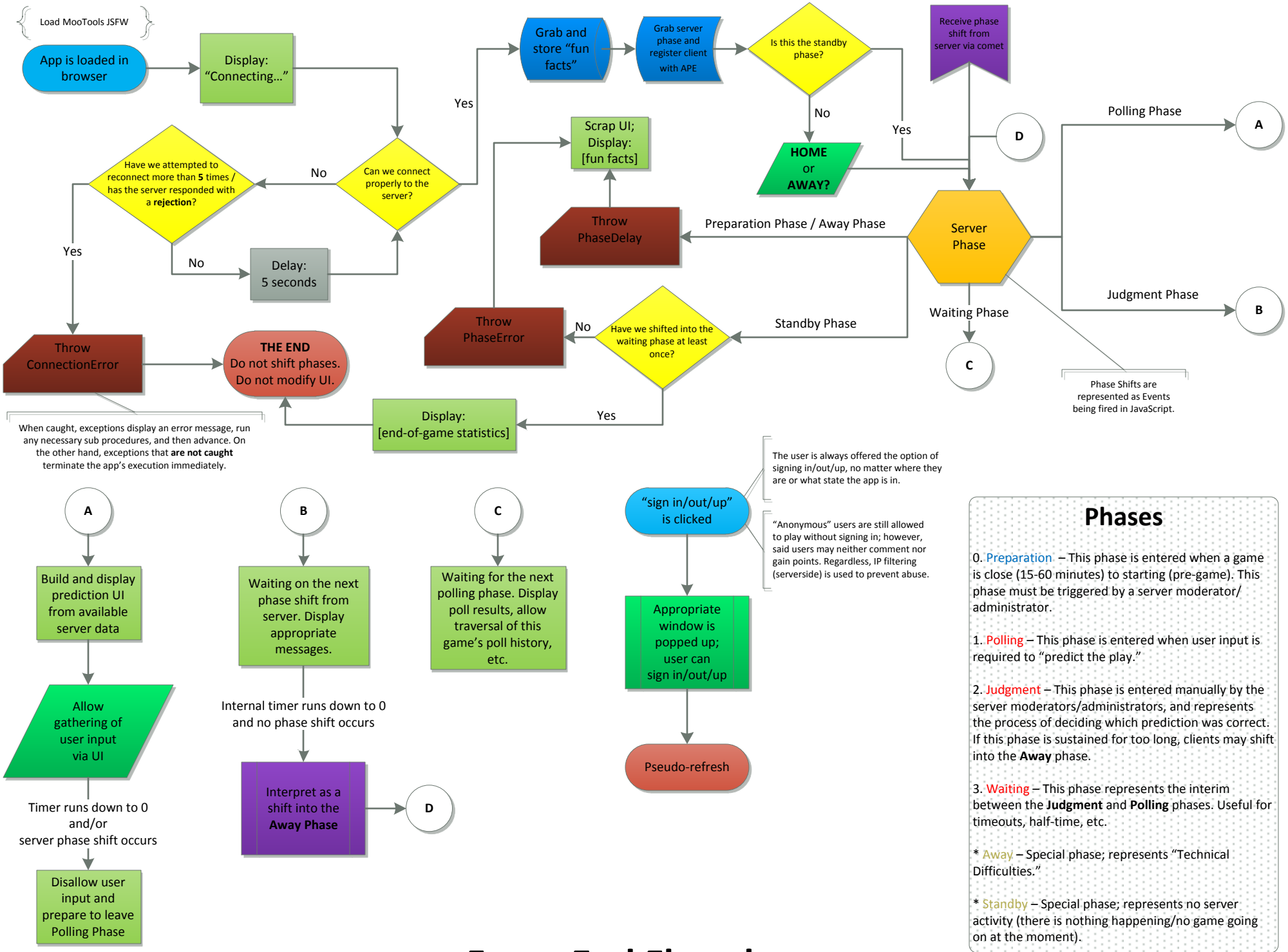


Phases

0. Preparation – This phase is entered when a game is close (15-60 minutes) to starting (pre-game). This phase must be triggered by a server moderator/ administrator.

1. Polling – This phase is entered when user input is required to "predict the play."

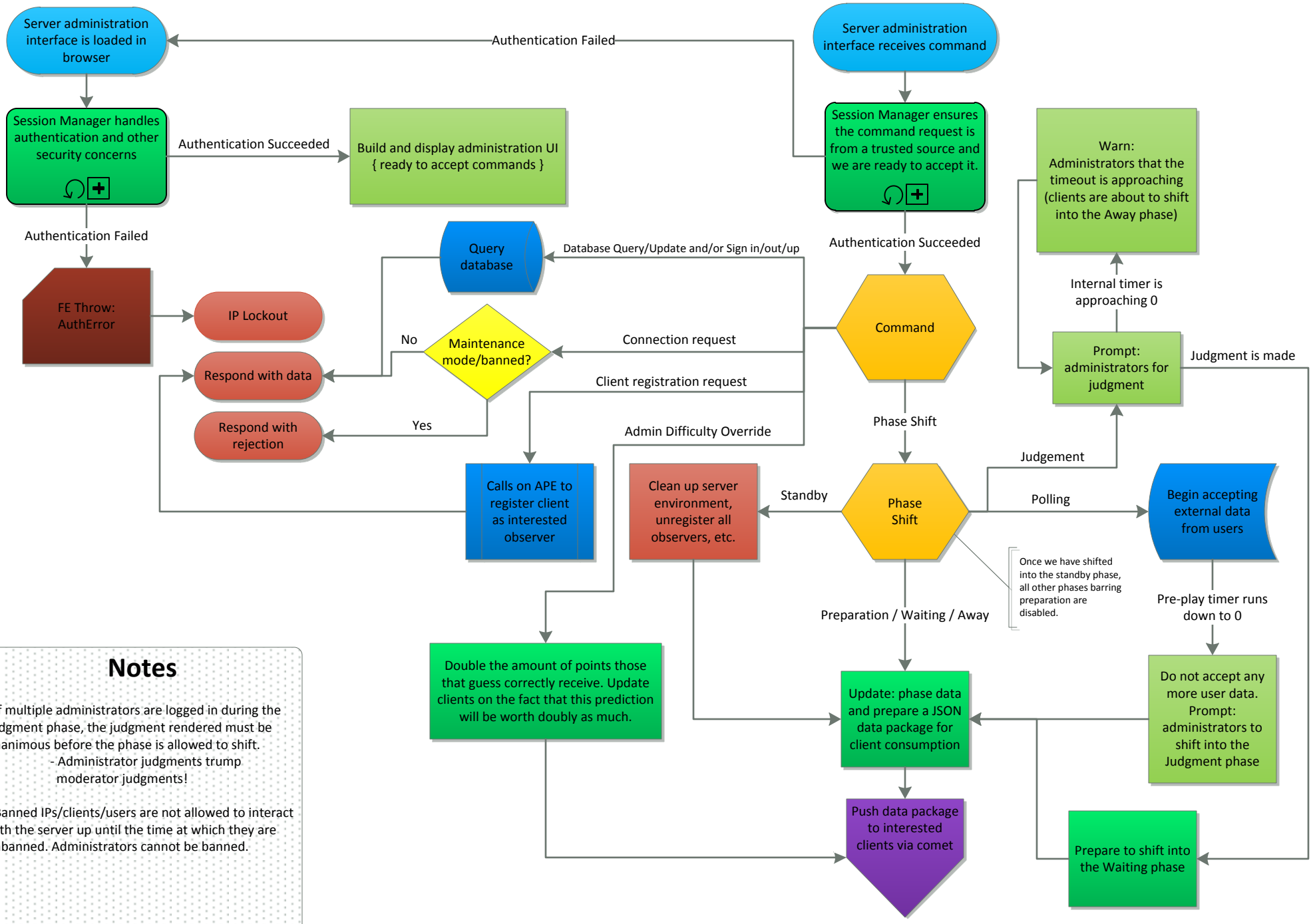
2. Judgment – This phase is entered manually by the server moderators/administrators, and represents the process of deciding which prediction was correct. If this phase is sustained for too long, clients may shift into the **Away** phase.

3. Waiting – This phase represents the interim between the **Judgment** and **Polling** phases. Useful for timeouts, half-time, etc.

* Away – Special phase; represents "Technical Difficulties."

* Standby – Special phase; represents no server activity (there is nothing happening/no game going on at the moment).

Front-End Flowchart



Notes

- If multiple administrators are logged in during the Judgment phase, the judgment rendered must be unanimous before the phase is allowed to shift.
  - Administrator judgments trump moderator judgments!

- Banned IPs/clients/users are not allowed to interact with the server up until the time at which they are unbanned. Administrators cannot be banned.

Back-End Flowchart