

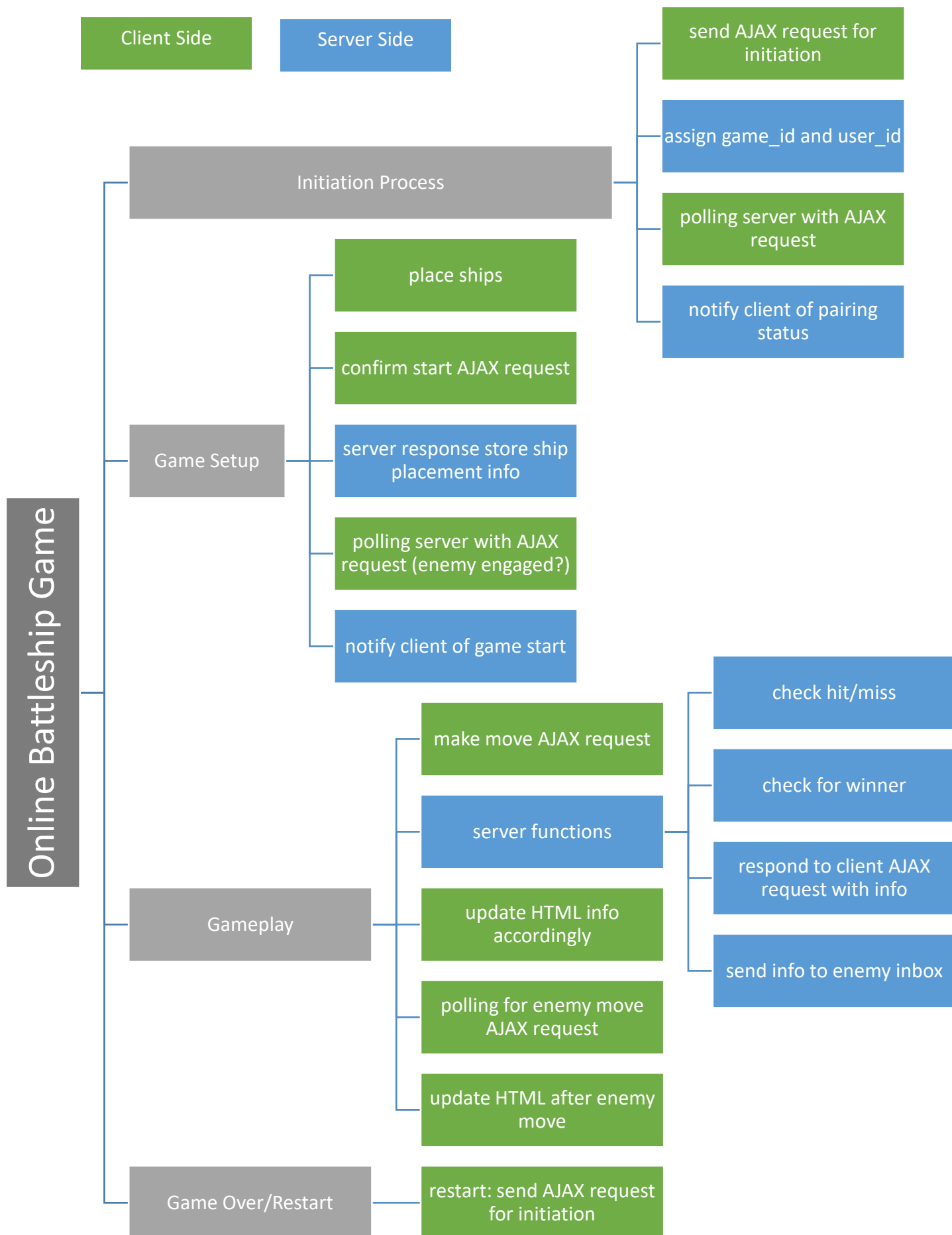
### Modules:

- app.js
- utils.js
- fileServer.js
- processQuery.js — `pollRequest()`, `initRequest()`, `setUpRequest()`, `moveRequest()`
- public\_html
  - interface.html
  - CSS
    - stylesheet.css
  - js
    - AJAXpoll.js — `sendPollRequest()`, `loadPoll()`
    - AJAXinit.js — `init()`, `initload()`
    - AJAXsetup.js — `setUp()`, `loadSetUp()`
    - AJAXmoves.js — `move()`, `loadMove()`
    - display.js — updates and edits interface.html and assigns event handlers for game functionality

### Process Outline:

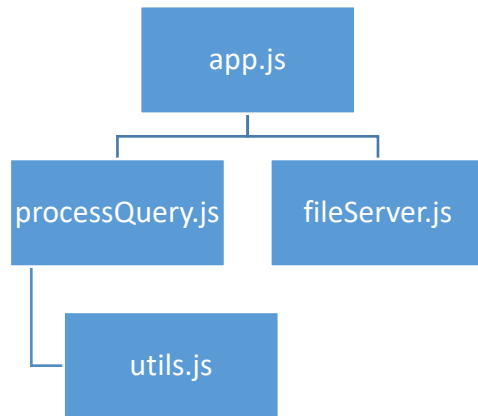
- Initiation process:
  - CLIENT: interface.html runs AJAXinit.js
    - function `init()`
      - Send AJAX request to server to get `user_id` and `game_id`
  - SERVER: processQuery.js
    - function `initRequest()`
      - Get `user_id` and `game_id`, send in response to user
      - Assign space in data structure
  - CLIENT: AJAXinit.js
    - AJAXObj onload function: function `initload()`
      - Parse `user_id` and `game_id` and store
      - call `sendPollRequest()` in AJAXpoll.js
  - CLIENT: AJAXinit.js calls function in AJAXpoll.js
    - function `sendPollRequest()`
      - poll the server
  - SERVER: processQuery.js
    - function `pollRequest()`
      - process poll request
  - CLIENT: AJAXpoll.js
    - AJAXObj onload function: function `loadPoll()`
      - gets poll information from the server
- Game setup:
  - CLIENT: clicking button calls function in AJAXsetup.js (event handler attached in display.js)
    - function `setUp()`
      - Send AJAX request to server to confirm ship placements
  - SERVER: processQuery.js

- function setUpRequest ()
    - Store ship placement information
- CLIENT: AJAXsetup.js
  - AJAXObj onload function: function loadSetUp ()
    - call sendPollRequest()
- CLIENT: AJAXsetup.js calls function in AJAXpoll.js
  - function sendPollRequest ()
    - poll the server
- SERVER: processQuery.js
  - function pollRequest ()
- CLIENT: AJAXpoll.js
  - AJAXObj onload function: function loadPoll ()
    - gets poll information from the server
- Gameplay:
  - CLIENT: clicking cell in table calls function in AJAXmoves.js
    - function move ()
      - Send AJAX request to server to make move
  - SERVER: processQuery.js
    - function moveRequest ()
      - store move information, send move information in response
      - send move information to data structure
  - CLIENT: AJAXmoves.js
    - AJAXObj onload function: function loadMove ()
      - gets move information from server
      - calls function in display.js to update html
      - calls sendPollRequest () in AJAXpoll.js
  - CLIENT: AJAXmoves.js calls function in AJAXpoll.js
    - function sendPollRequest ()
  - SERVER: processQuery.js
    - function pollRequest ()
  - CLIENT: AJAXpoll.js
    - AJAXObj onload function: function loadPoll ()
      - gets poll information from the server
- Game Over/Restart:
  - CLIENT: AJAXinit.js
    - function init ()
  - SERVER: processQuery.js
    - function pollRequest ()
  - CLIENT: AJAXinit.js
    - function initRequest ()



## Dependencies:

Server side:



Client side:

