

4. CocoaPods is installed.
 5. By using CocoaPods, Alamofire and SwiftyJSON libraries are installed.
 6. HTTP request are implemented in game to get and manipulate the json data stored on server that build at cloud VM instance.
1. VM Instance on Google Cloud Platform with Debian OS.
 2. NPM is installed to VM instance.
 3. json-server is installed to VM instance by using NPM.



GET request is sent to read json data to construct the scoreboard.

POST request is sent to to enter new player data to the server.

PATCH request is sent to manipulate the existing player's score.

If device is not connected to the internet, the points player made are saved to the local storage and when the internet connection is set up again, stored point are committed to the cloud server.