Research for MultiPlayer Game Flow:

1. The application will be interacting with the server on cloud which is capturing scores for all the players in a scoreboard and once the quiz/game ends, it calculates the winner based on Time and score and announces the winner.
2. Users/Players can get their scores from Server(Cloud) using GET call of REST API
3. Yet to decide whether it will be 1*1 game or 1*Many
4. Yet to decide on constraints for questions and time
5. Type of questions and difficulty
6. If multiple player answers the question correctly whether both will be given marks or the one who gave answer in less time will be given priority. All of these needs to be brainstormed more and how we are going to handle these conditions.
7. What if a Player scores more but time taken is also more??
8. What if 3 players are already in game and 4th player wants to join the game, will it be allowed?
9. If one of the 3player quits the game, will it end for all??
10. Will winner be announced immediately? Or scoreboard will be updated with each players score and the one who scored more will automatically be in top of that list.