Tasks for multi-player game flow:

**DataBase:**

1. For storing user information (Login details)

2. For storing scores of a particular user, maintain history

3. For storing questions as per difficulty level (Easy, medium, difficult)

**Server:**

1. For fetching login details from user and sending to db for authentication

2. For fetching questions from db and presenting it to the player as per the quiz level selected

3. For sending scores to every player

4. For updating the Scoreboard and refreshing information everytime the information is changed

5. For finding the winner

6. For finding the right answer from the answer selected

**Timer**

To restrict time for every user so that everyone can take challenge for same duration