**Log in page**

* Adhoc log in (username not tied to a social media account)
* No login (guest)
* Face book log in
* Google play log in
* Contact server to get info about the player or add entry if new user

**Menu page**

* Play button
* Settings
* High Scores

**PreGame Page**(log in > menu [play button])

* Start new game
* List of existing games, colour coded to show if it is the users turn or not

**Game Scene**[start new game – no games needing opponents]

* Check with the server to see if there is a game needing an opponent (there is not)
* Ask user a series of random question with a time limit
* Record the questions asked so the same questions are not asked in following rounds
* Must be able to reproduce question list for opponent
* After user has finished add the game to the users list of ongoing games
* After the user has finished add the game to a table of ‘games needing opponents’
* Update user information (total number of questions answered, total score, best round score ect)

**Game Scene**[start new game – there is a game needing an opponent]

* Check with the server to see if there is a game needing an opponent (there is)
* Ask the user the same questions that were asked of the player when the game was initiated
* If the user answers all the questions that were asked of the player who initiated the game begin asking random questions.
* Record the questions asked so the same questions are not asked in following rounds
* After user has finished add the game to the users list of ongoing games
* Remove the game from the table of ‘games needing opponents’
* Send a push notification to the player who initiated the game that it is their turn
* Update user information (total number of questions answered, total score, best round score ect)

**Game Scene**[continue existing game](top of the round(the user started the round))

* Ask server for information about game
* Ask user a series of random question with a time limit
* Record the questions asked so the same questions are not asked in following rounds
* Must be able to reproduce question list for opponent
* Send a push notification to the opponent that it is their turn
* Update user information (total number of questions answered, total score, best round score ect)
* Update game information on server

**Game Scene**[continue existing game](bottom of round (the user did not start this round))

* Ask the user the same questions that were asked of the player when the game was initiated
* If the user answers all the questions that were asked of the player who initiated the game begin asking random questions.
* Record the questions asked so the same questions are not asked in following rounds
* After user has finished add the game to the users list of ongoing games
* Remove the game from the table of ‘games needing opponents’
* Send a push notification to the player who initiated the game that it is their turn
* Update user information (total number of questions answered, total score, best round score ect)
* Update game information on server

**Post Game**[game ends]

* List all questions asked, color code right and wrong answers
* User can click on question to look at right answer
* If the bottom of the round show if the opponent got the question right or wrong
* Show user score and opponent score for the round
* Show user and opponent score for all rounds