Activity Sequence

Start

New Game

Player Times Out

P1: Captures (board, round, current player to Firebase)

Max Rounds reached (board)

Round Ends

Data To Be Sent:

playerName (username)

password

currentRound

board

currentPlayer

maxRounds

Switch current player:

P1 waits & P2 plays

P2: Request Firebase for update & turn to change

P1: select option & “start round” (capture option)

Board

Exit

User created (username)

New User

User doesn’t exist

Login

User exists (username)

Ending Screen

Capture Option

Other player joins

Request Firebase to see if other player joined

Update Firebase that player joined

Wait