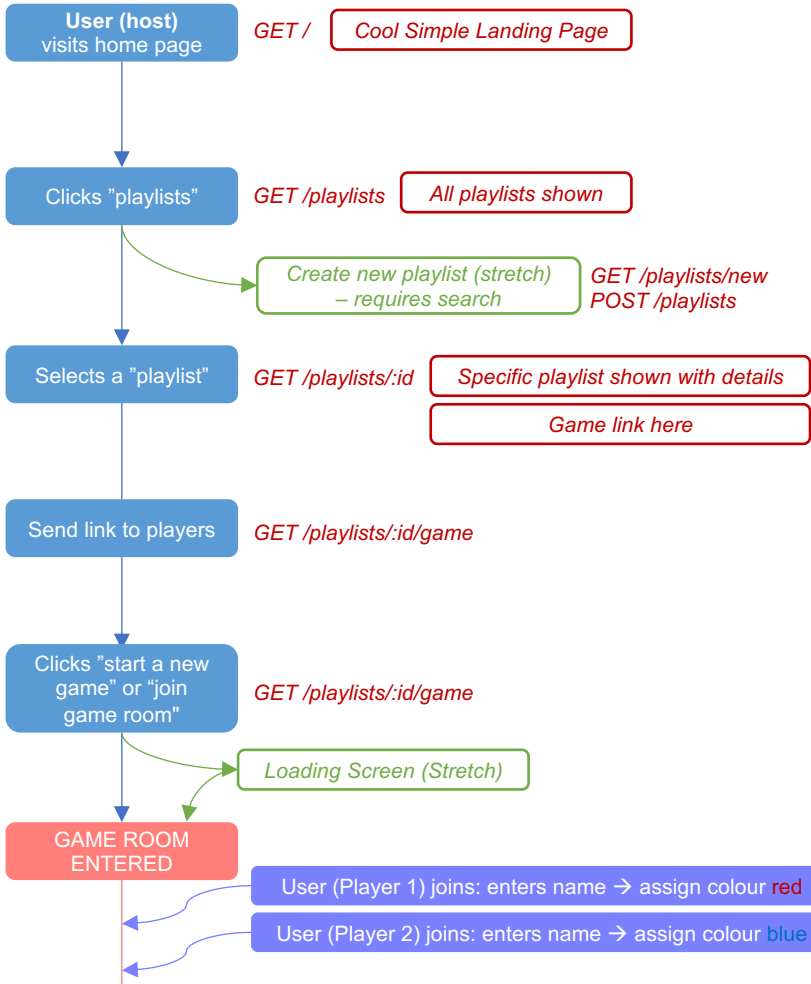
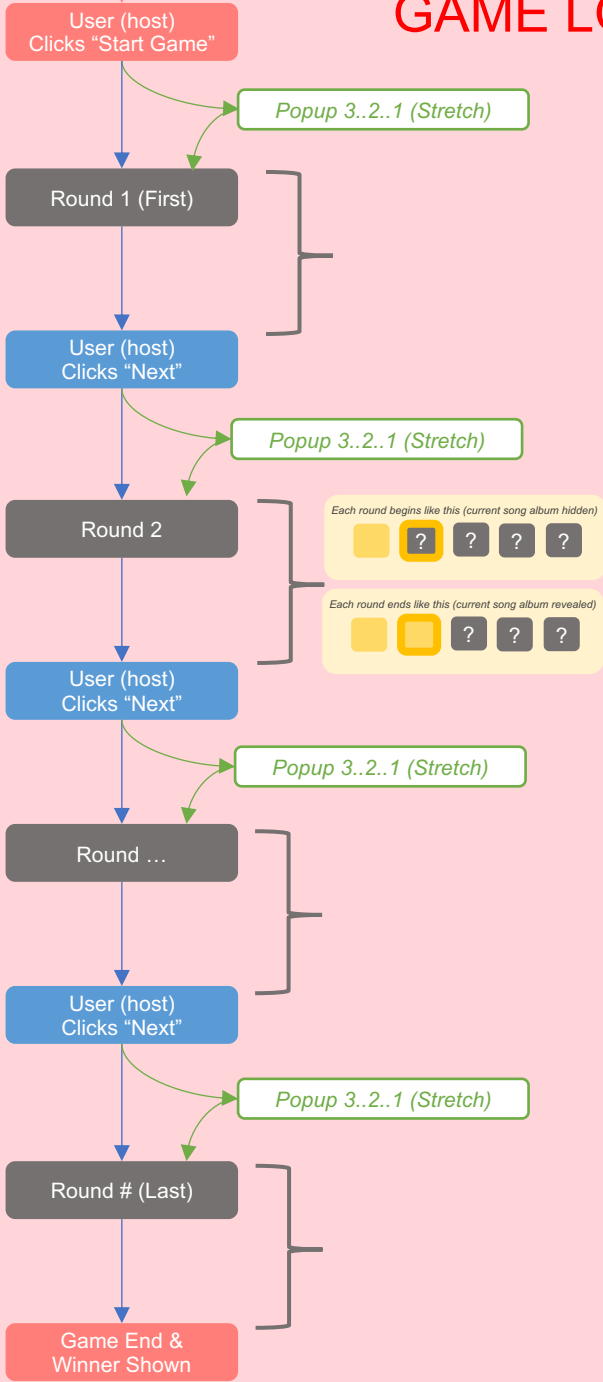


Happy Path Flow



GAME LOOP



Each Round:

Start

- Round starts when song starts playing from 0s
- Song name, artist, album photo are empty (aka unknown)

During

- During round, players can guess song title
- If guess is correct:
 - song name, artist, album photo show up
 - notification of round winner
 - score of winner increases

End

- Round ends when song stops playing at 15s (ex.)
- If no one guesses correctly, tie game, song info shows up (stretch)

Things to Keep Track of During a Game:

Game:

- Status: not started, started, completed
- Playlist: id
- Current round: #
- Last round/Number of songs: #

- Player 1 name
- Player 2 name
- Player 1 Score: #
- Player 2 Score: #
- Game Winner: null (initial), player 1, player 2

Each round:

- Round: #
- Status: not started, started, completed
- Song name: text
- Song artist: text
- Song album: photo
- Round winner: null (initial), player 1, player 2