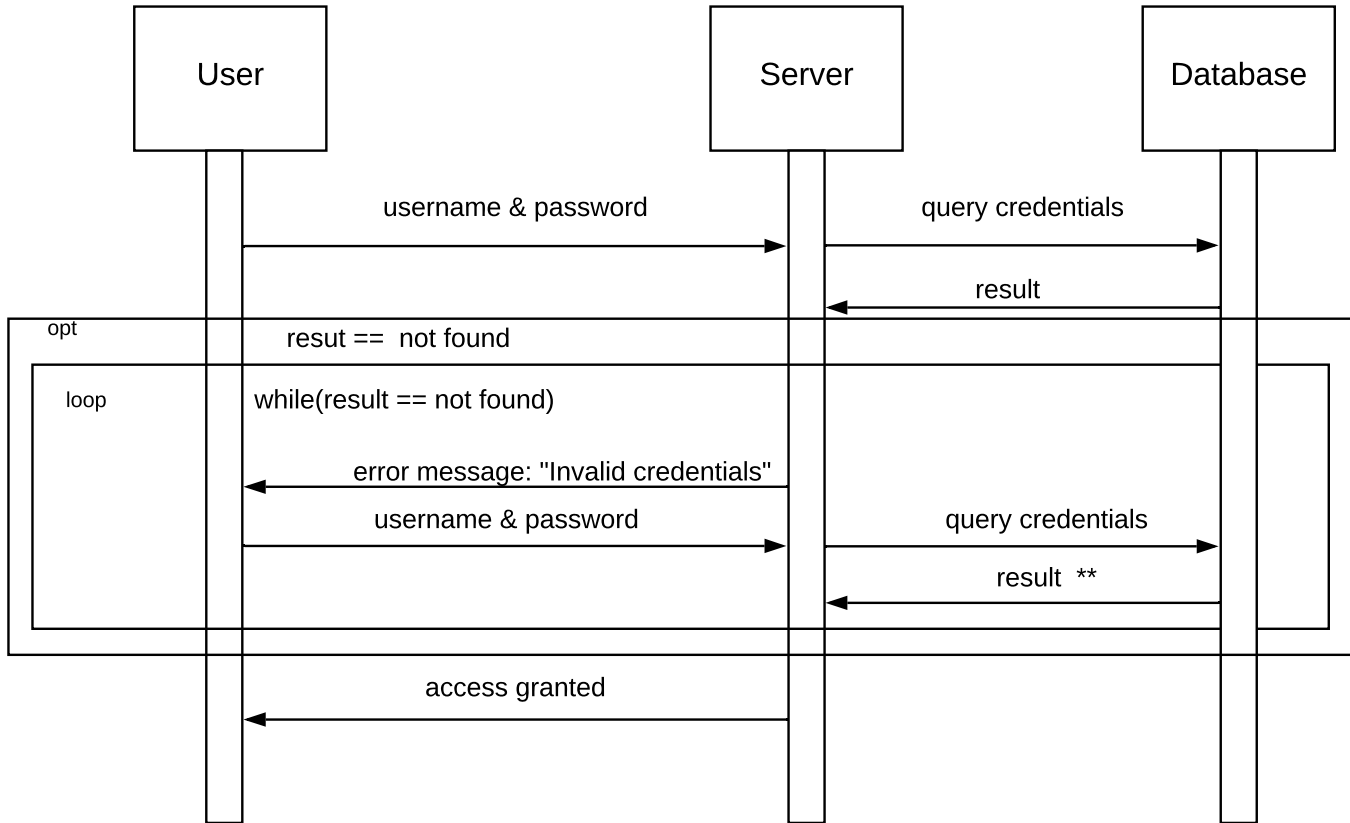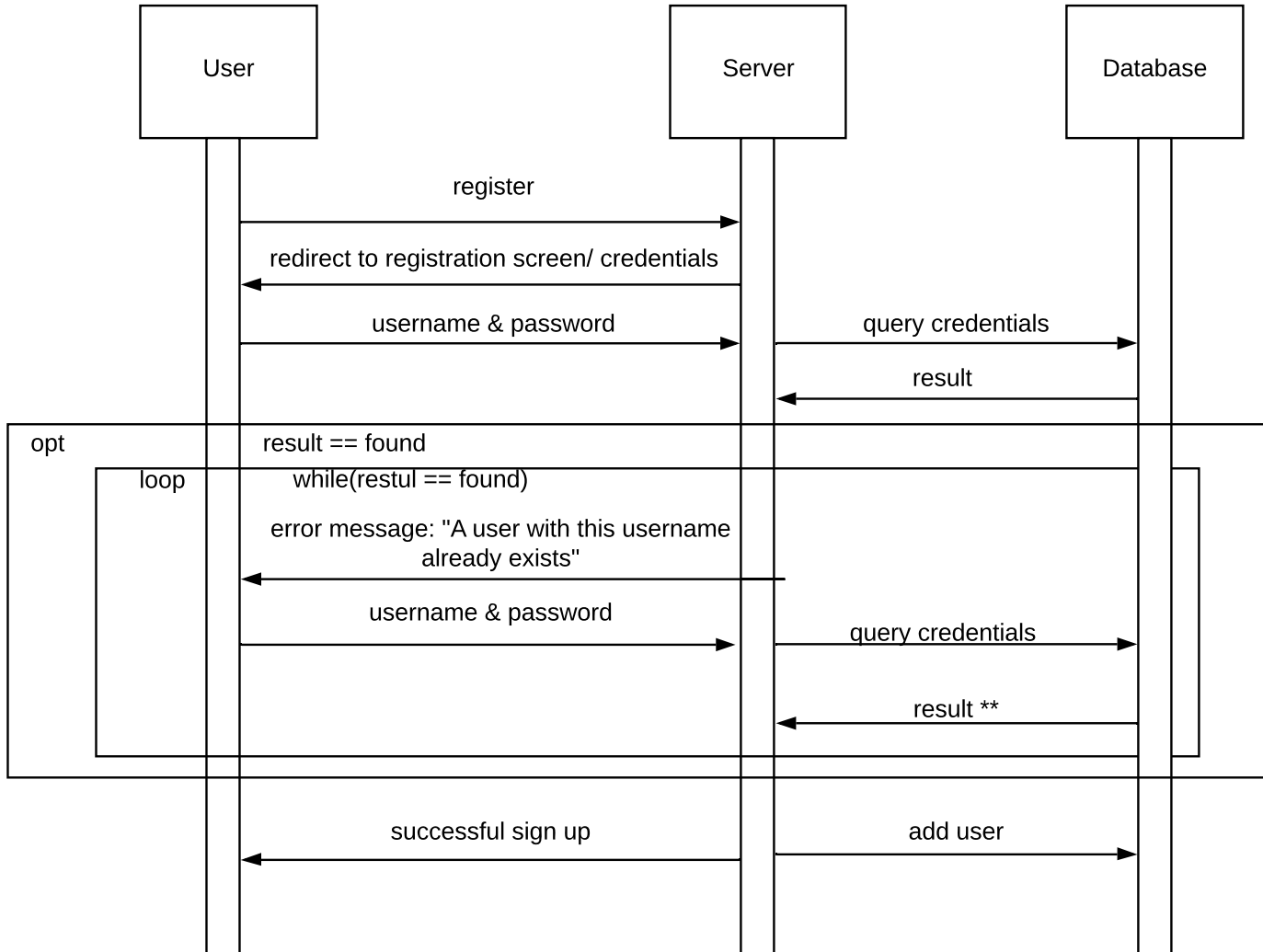** If *result == found* the server will break the while loop and grant access to the game

If *result == not found* the while loop will continue and access will not be granted until correct credentials are provided by the user

```
                              ┌─────────┐
                              │ Sign up │
                              └─────────┘

     ┌──────────┐              ┌──────────┐              ┌──────────┐
     │   User   │              │  Server  │              │ Database │
     └──────────┘              └──────────┘              └──────────┘
```

Sign up

User	Server	Database

- register
- redirect to registration screen/ credentials
- username & password
- query credentials
- result

opt — result == found

    loop — while(restul == found)

- error message: "A user with this username already exists"
- username & password
- query credentials
- result **

- successful sign up
- add user

** If *result == not found* the server will break the while loop and add a new user to the database

If *result == found* the while loop will continue because the database contains a user with the same username as the input

Control Snake

User | **Snake**

loop while(!game-over)

arrow key pressed →

opt [key!=snakeDirection &&
key!=oppositeSnakeDirection]

← change direction