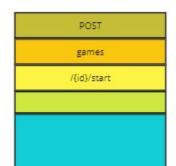
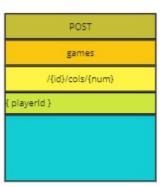




Approaches to handling game progress:

- polling: request game state, passing in last request timestamp and receiving back current state + game events; game then plays out events with delay until human players turn or out of events and then calls to get more events if the game is not finished





Polling Approach:

GET

players

/{id}

/{id}

- start game / take turn
- request game state, optionally passing in epoch of last known state (if no epoch
- is passed in, assume epoch is start
- response contains full game state at given timestamp and a list of turns that have been taken as well as any pending turns (who its waiting on to take a turn)
- if turns have been taken, play those out with delay
- after playing out turns:
- --- if it is user's turn, prompt them to take turn
- --- if if is another players turn, indicate it's another players turn
- --- if the game is over, display game over