**Rough System Scenarios**

GUI

Model

Client

Server

Database/JDBC

1. Logging In
   1. User types in details to the client GUI
   2. Model sends LogIn() object to the server
   3. Server sends request to database/JDBC
   4. Database/JDBC checks that the username exists, then compares the password, and responds to the server
   5. If the user/password exists, client thread is updated to display the ‘waiting to start quiz’ screen, else an ‘incorrect login details’ message is displayed
2. Starting a quiz
   1. Admin sends a request to the server to start a specific quiz
   2. Server sends message to the database, and receives back a Quiz() object containing Question() objects
   3. Server sends the first Question() object to each of the clients
   4. Clients receive Question(), their display is updated to show the Question screen, and a timestamp is taken
   5. User answers the question. The client checks that their answer is correct, and creates a second timestamp. This is compared with the first timestamp to determine their score for the question.
   6. The client sends a (true/false, score) to the server
   7. Server collects the scores for each question and sends a ‘league table’ to the clients