

Contents

1	User	1
2	Admin	2

1 User

1. The User Loads The Page

- (a) The User is prompted to enter a username
- (b) The Username is sent to the server
- (c) The Server checks to see if there is a person with that name
- (d) The Server sends affirmations back to the client if the name is not taken
 - i. Exception: the username is taken
 - ii. The User changes their name
- (e) The Server enters the user into the queue to wait for a match
- (f) The matchmaker makes the match between two users

2. The User Enters A Turn

- (a) The User Receives The Current State of The Game From The Server
- (b) The client renders the interface using the Canvas API
- (c) The User Interacts with The Interface to set up the next turn
- (d) The User sends the data to The Server
- (e) The server waits for the other player, if he hasn't responded already
- (f) The server test-renders the data
- (g) The Server sends out the response
 - i. If one of the players has won
 - ii. The total state changes

3. The Client Is Sent A Ping In Game

- (a) The user does not reply ping

- i. Exception: the user does reply
 - ii. Nothing happens
 - (b) Close the user's game in the server system and notify the other player that the other player has won by default
4. The User Has Won The Game
- (a) The client displays a victory message
 - (b) The user pushes a button to go to the next game
 - (c) The user enters the matchmaking queue again

2 Admin

1. There is a Bug in The Server or an Update needs to be done
 - (a) The server is shut down
 - (b) Necessary changes are made to the front-end and the back-end
 - (c) The server is rebooted with the necessary changes