Server to Client

WELCOME

RECEIVE\_CHALLENGE:*name*

CHALLENGE\_ACCEPTED

CHALLENGE\_REJECTED

QUESTION:question\_level:question\_content:question\_answers

GAME\_OVER:your\_score:opponent\_score

Client to Server

PLAYER\_NAME:*name*

GET\_ACTIVE\_PLAYER\_LIST

CHALLENGE\_PLAYER:*name*

ACCEPT\_CHALLENGE

REJECT\_CHALLENGE

START\_GAME

ANSWER:question\_answer

USE\_LIFE\_LINE:life\_line\_type

SURRENDER