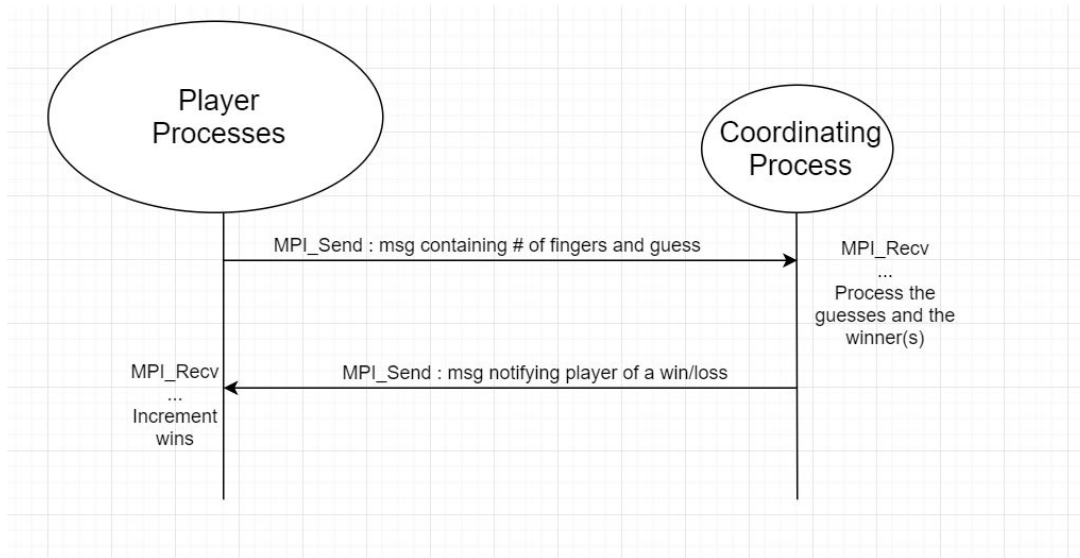


The first functionality of the game—guessing and notifying winners—is handled between the player processes and the coordinating process as shown in the diagram. Each player sends their amount of fingers extended and their guess. The coordinating process totals these and determines the winner. Then sends a win or lose message to each of the processes so that they may track their wins. These messages are synchronized so that the next round does not start before the first round is done.



At the end of all of the rounds, each process/player must compare their tallied wins to determine how many other players they outperformed. Each player sends a message to every other player containing their amount of wins. A player receives all of these messages, compares their wins, and tallies how many players they outperformed.

