Client

Send the matrix and uid.

Server

Client

Send the matrix and uid.

Client side script.

1) Periodic calls to server to fetch an opponent.

Server side scripts/API.

1) Put the uids in the cache.
2) Api gets uids looking for opponents. If found, map them and return opponents uid.
3) Maintain a map to send data which user plays the chance.

client

Render gameplay page.
Send data about whose chance.

Server

client

Render gameplay page.
Send data about whose chance.

Client side script.

Server side script/API.

1) Check the data received.
2) Disable submit buttons according to the data. (if not his chance).
3) Show winner and back button once any users bingo is done.

Client

Server

Client

Client side script

Server side script/API.

1) Send periodic calls to server/API to check if opponent made his move and server made required changes.
2) Change the radio buttons as disabled for every value submitted and received from server.

1) Receive post/get call from user. Record the move. Make changes in the matrices.
2) Change data in the required maps.