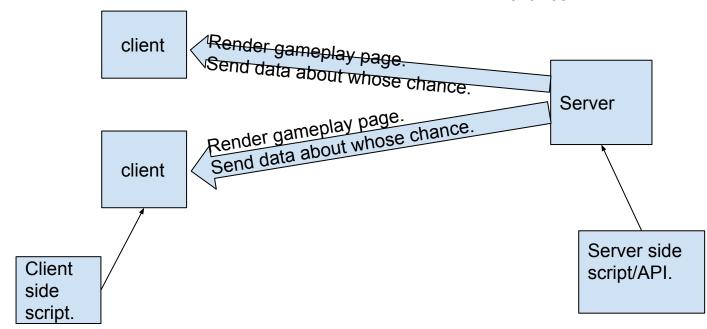
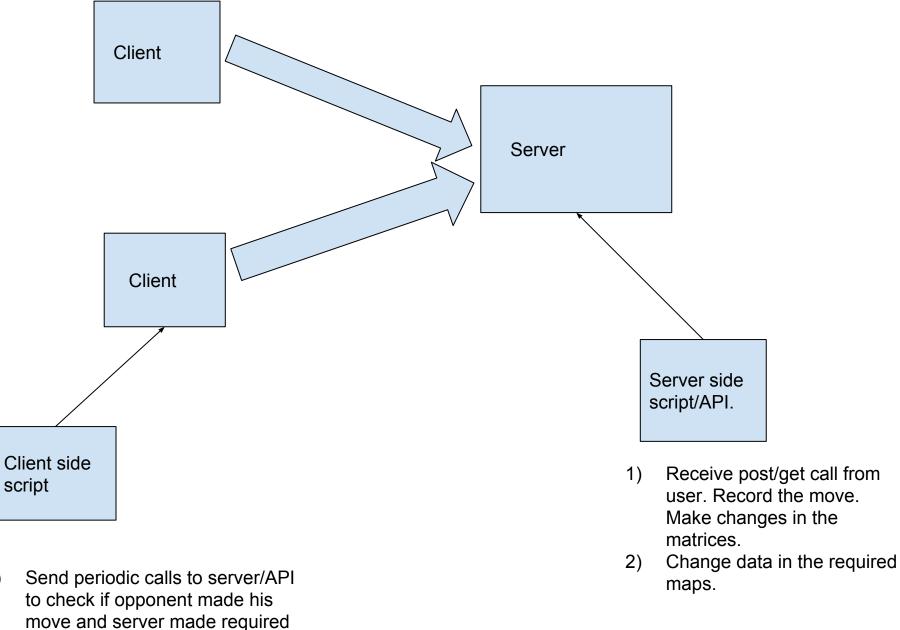


Periodic calls to server to fetch an opponent.

- Api gets uids looking for opponents. If found, map them and return opponents uid.
- Maintain a map to send data which user plays the chance.



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



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