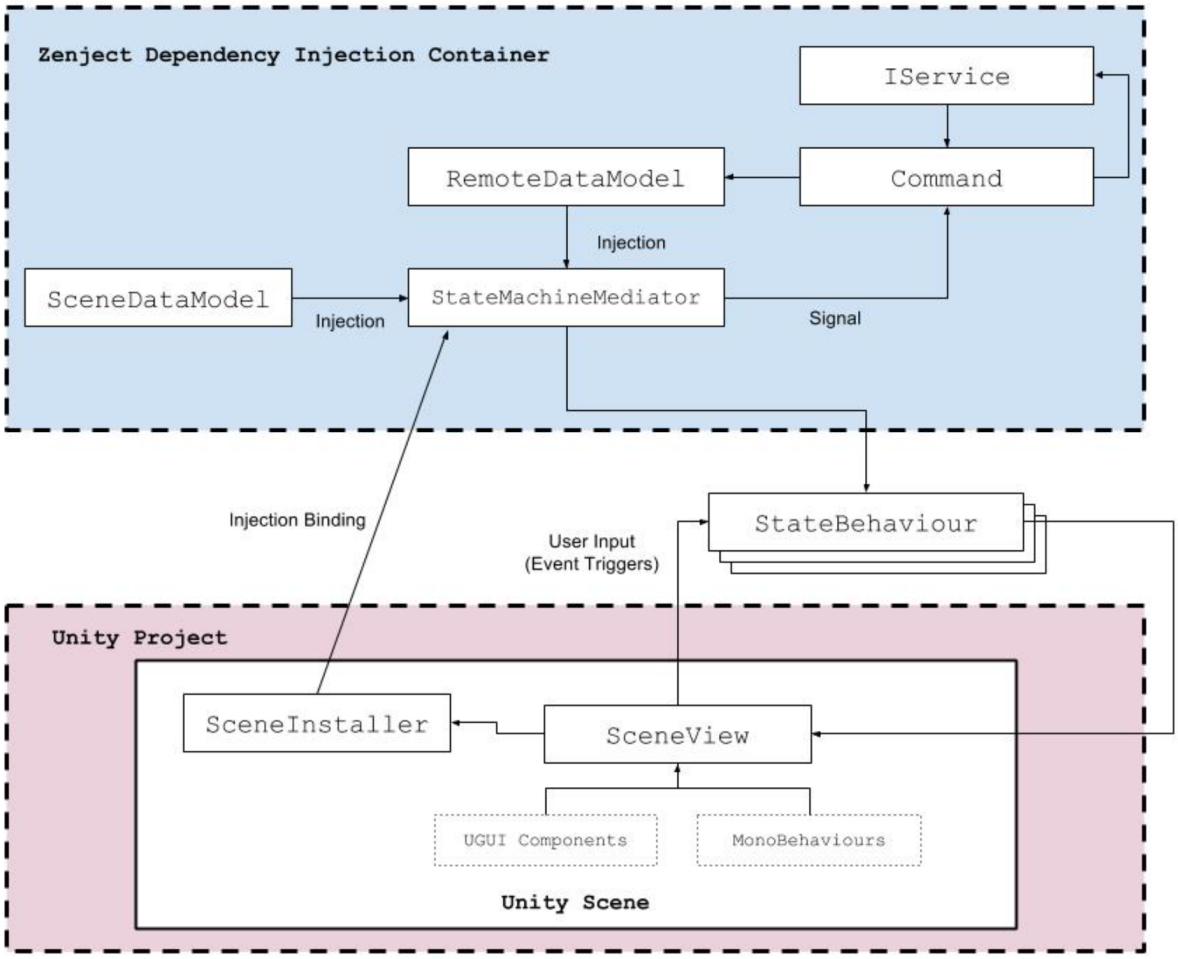
I have focused on architecture. The feature can be added easily using this. There are some UIs i.e Firends/Module that can be used in the Gameplay in later stages for now they are just showing raw information.

Here are a few highlights regarding the assignment



*I missed the RealtimeHud and RealtimeModel in the diagram. Mediator will communicate with it directly to update the Lobby and GamePlay.

Explanation for few term I am using

- Core contains the core architectural code.
- ClassRoom contains the gameplay code.
- RemoteDataModel contains the user states.
- StaticDataModel is used for MetaData.
- Signals are fired to execute the commands which eventually update the models after getting the data.

- Mediator: Facade/Controller for each Scene.
- Models have reactive property which can be subscribed inside Systems/Mediator to reflect the respective behiavour. For example On join/leave of a room we will switch to GamplayRoom/Lobby.
- Each mediator contains states inside it to control the overall behaviours inside it.
- Each scene has a respective Scene model.
- Installers are used to define the injectable objects i.e Singletons, Factor and Pools. We have a Project Installer and then different Installer for each scope(Scene/Sub containers)