**A way of sending GameInfo objects in between client and server:**

1. CLIENT requests a category to choose word from
2. SERVER
   1. Resets everything if category variable in GameInfo is not a default value
   2. remembers current category,
   3. picks a word that was not already picked
   4. sends back number of letters
3. CLIENT picks a letter, sends it to server
4. SERVER
   1. evaluates letter,
   2. sends back a list of letter positions in word,
   3. sends if did player lose/win round,
   4. sends number of attempts left
5. Steps 3-4 repeat unless player lost all 6 guesses for the word

**A logic class on the client side that takes care of:**

1. Number of Words attempted in each category – the maximum is 3
2. Number of Word guessed correctly in each category
3. Number of tries left to guess a word (6) and updates it accordingly
4. Did the player win? method
   1. player wins if it guessed ONE word from each category
5. Did the player loose? method
   1. player loses if all 3 word tries in one category were lost