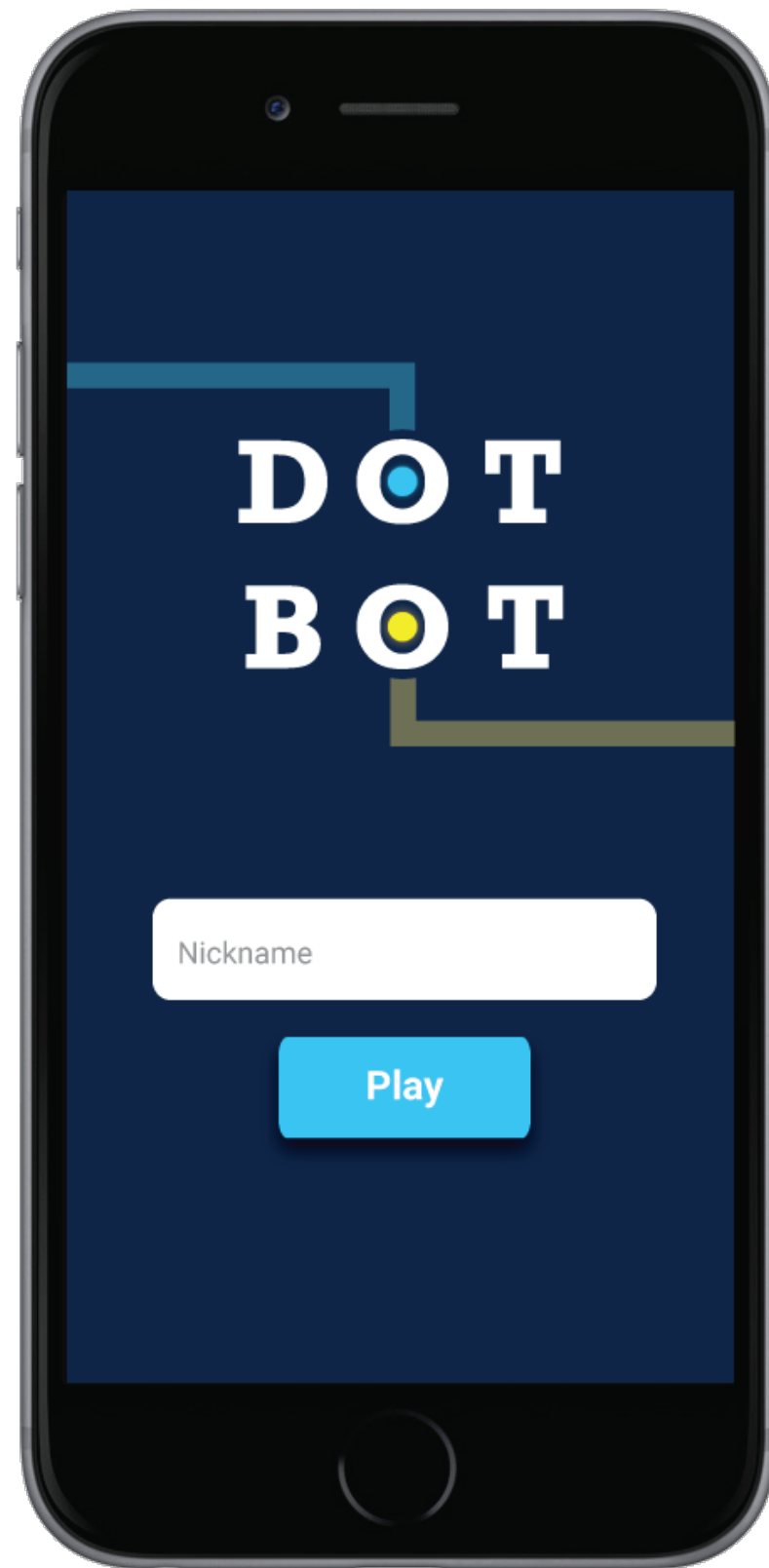


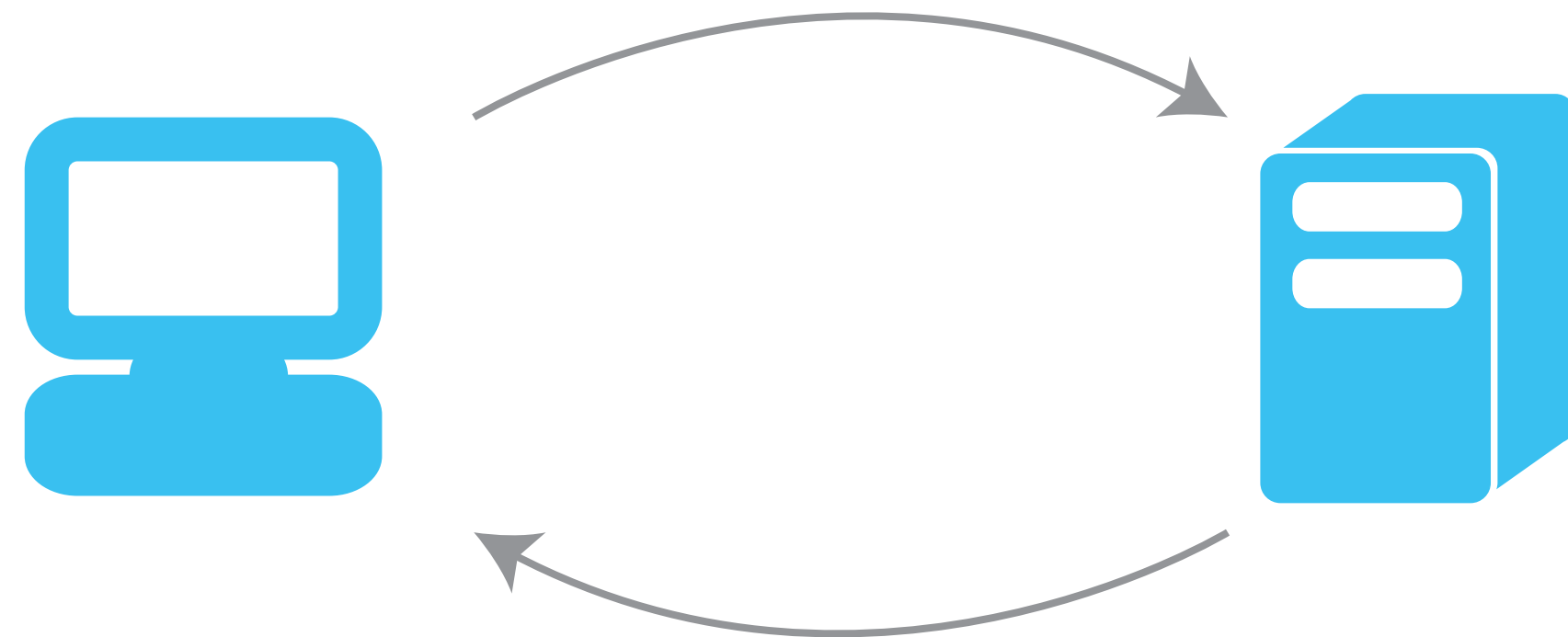
# Client-Server Interactions

## Login



Login Screen

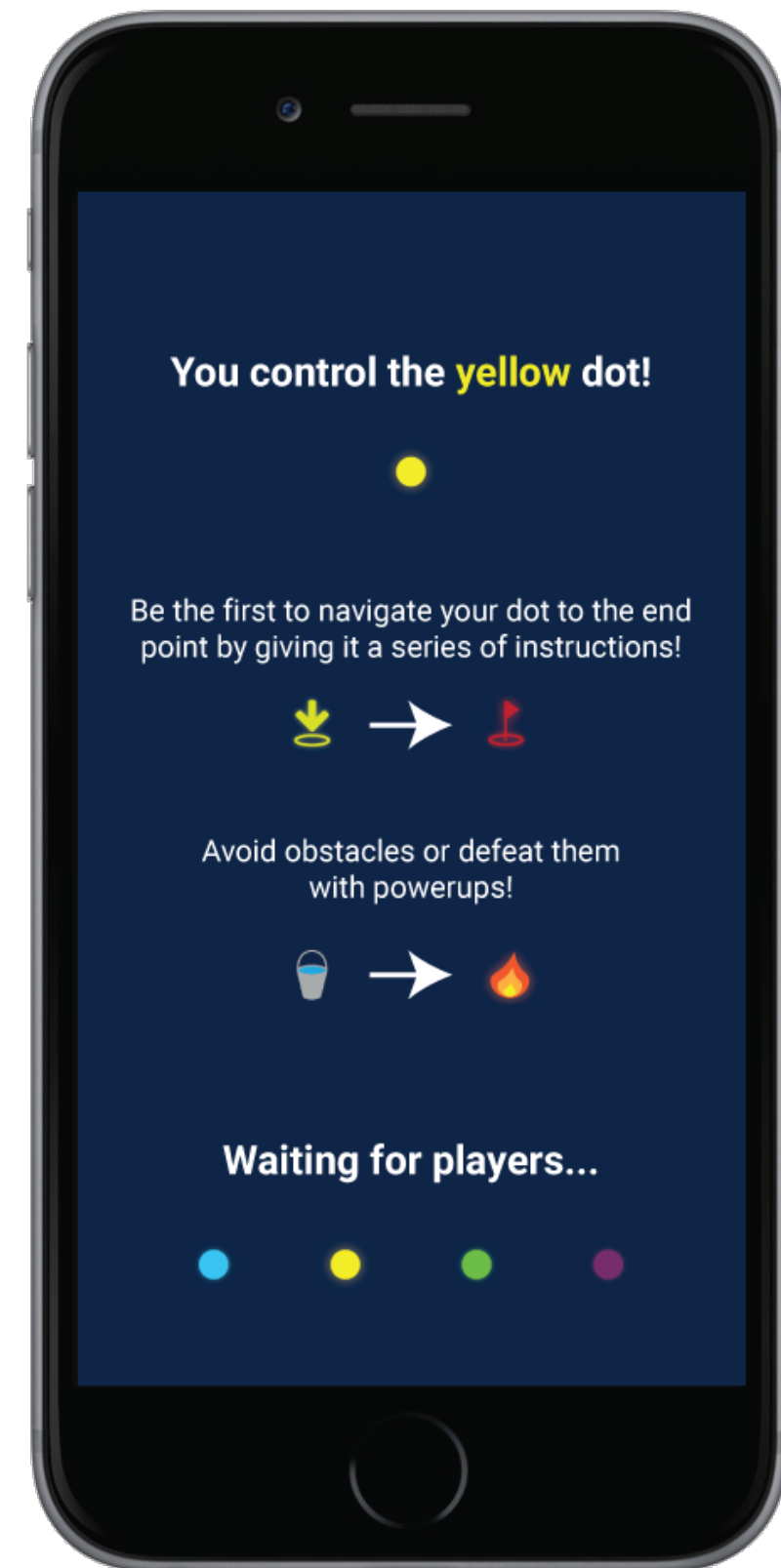
1. On login, client sends a “join” message.



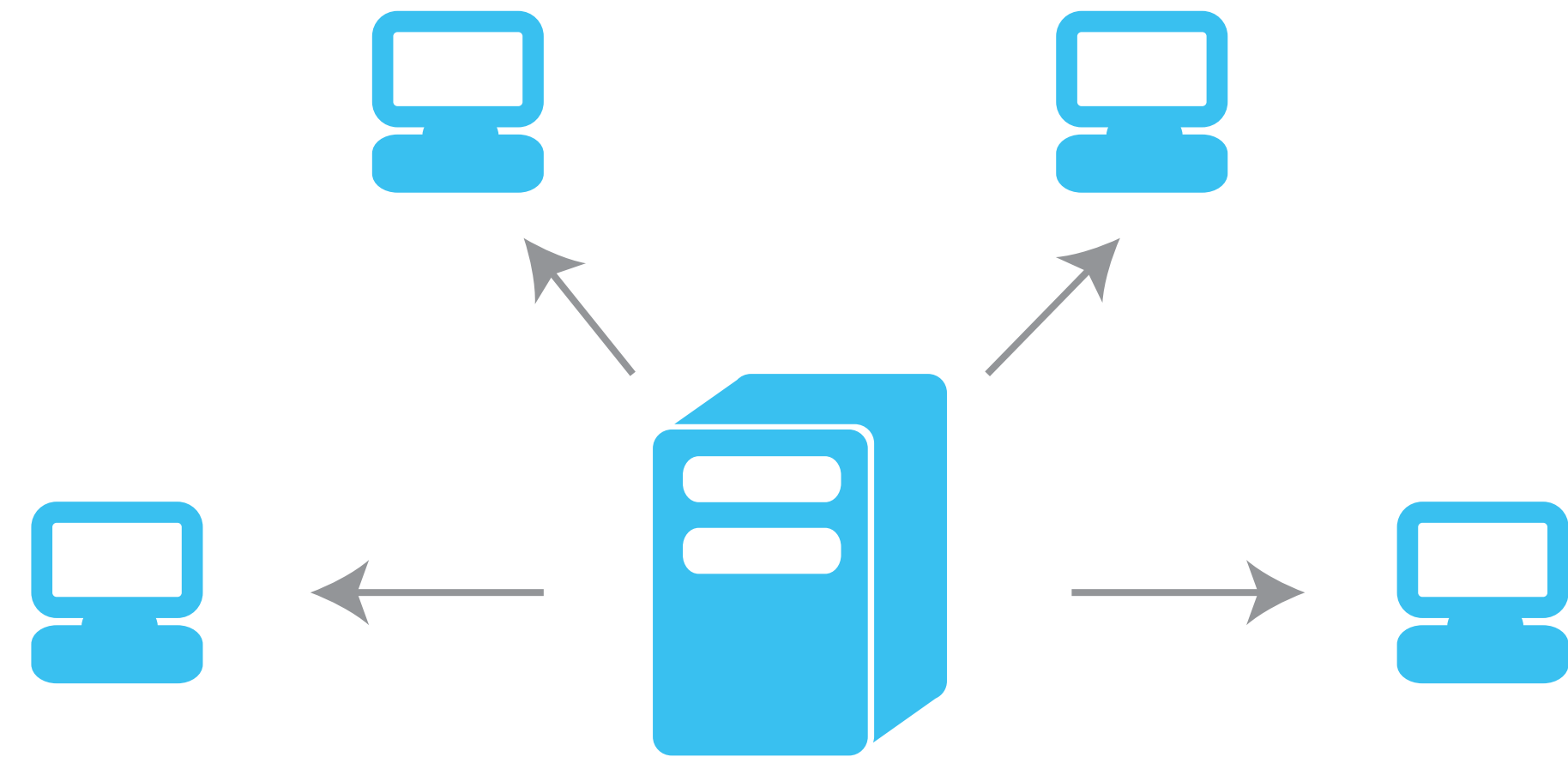
2. Server responds with “wait” message, moving client to the lobby screen.

# Client-Server Interactions

## Waiting in queue



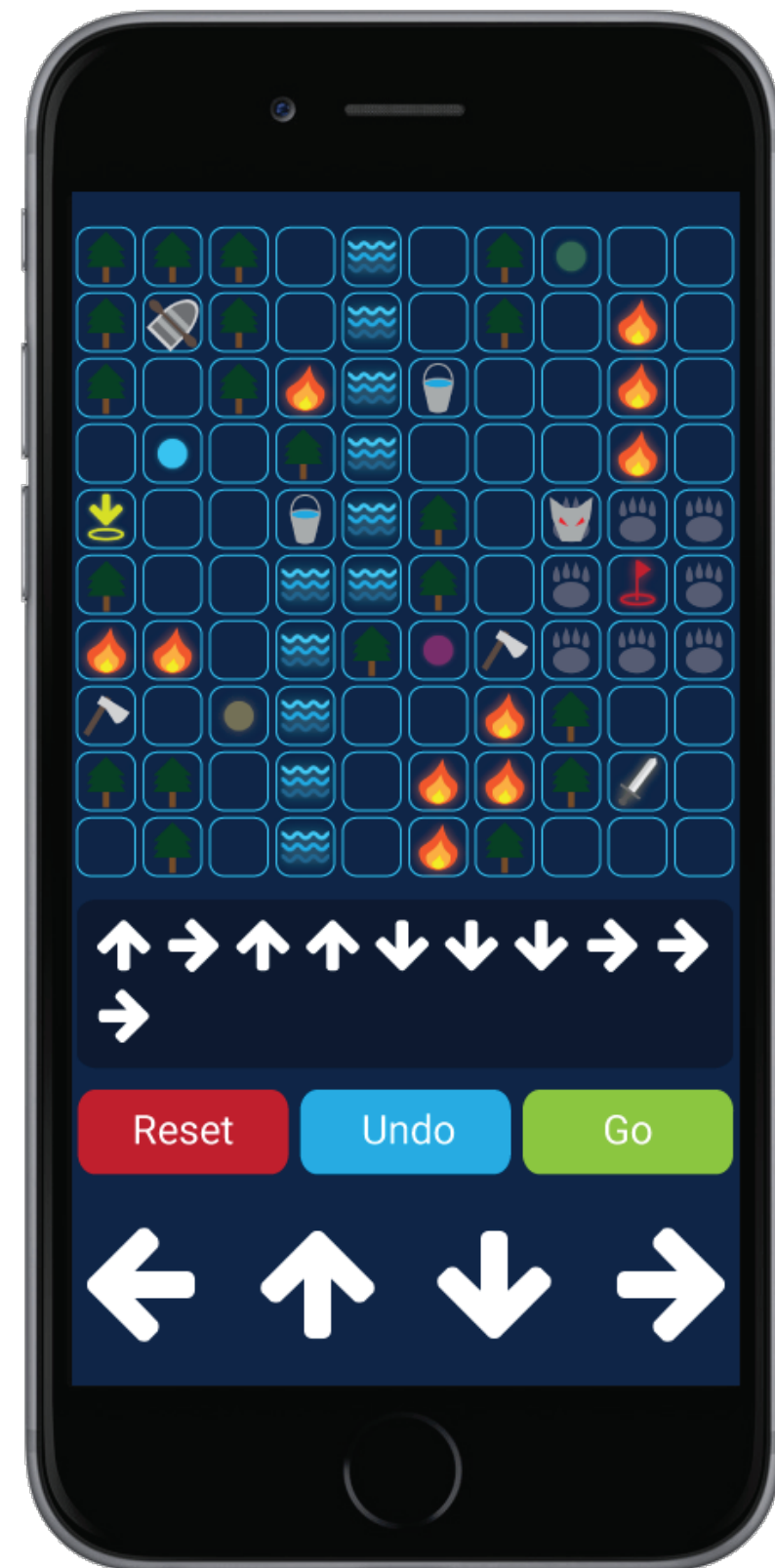
Lobby Screen



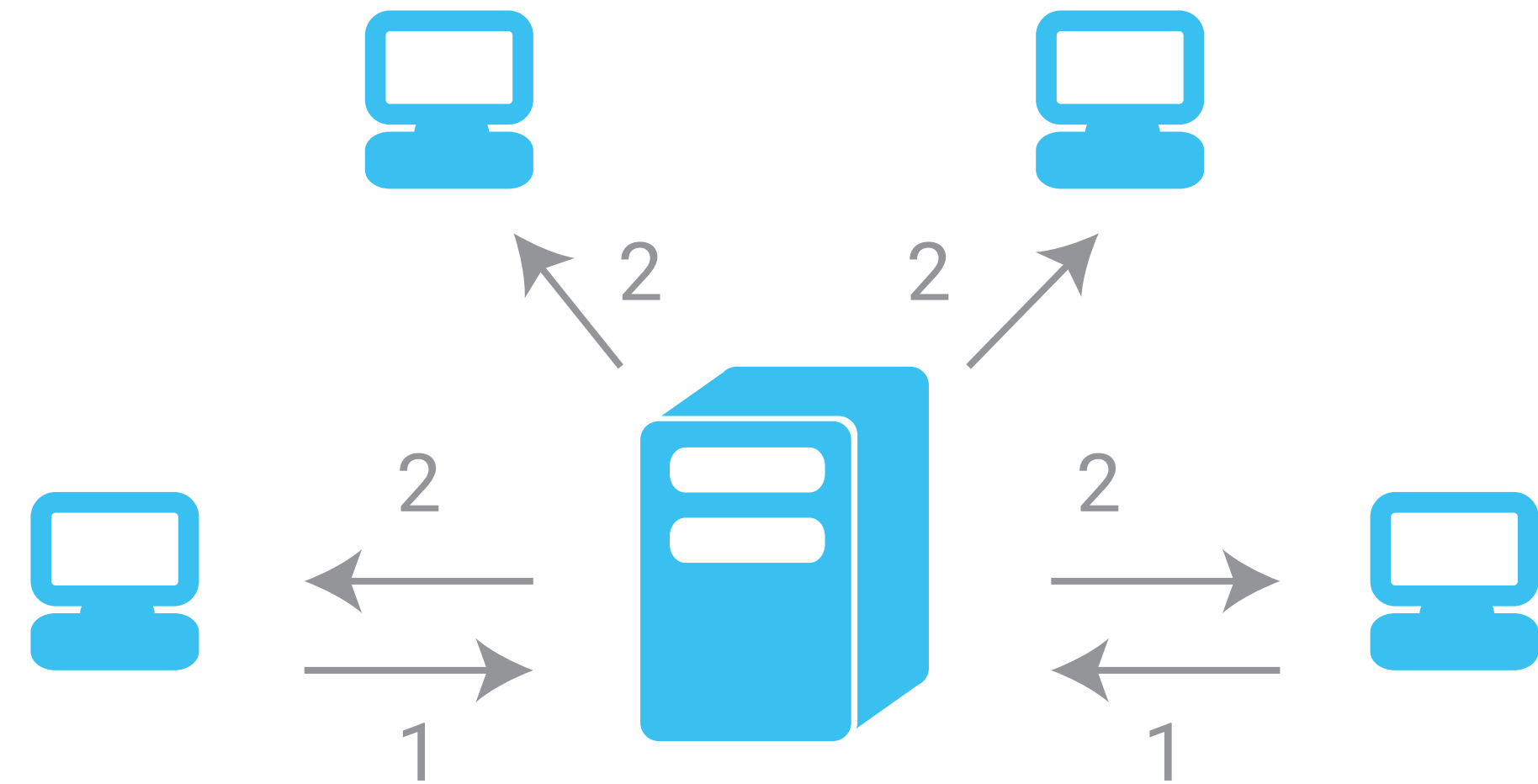
1. When four players are in the queue, the server broadcasts a “gameStart” message, moving all clients to the game screen.

# Client-Server Interactions

## Gameplay



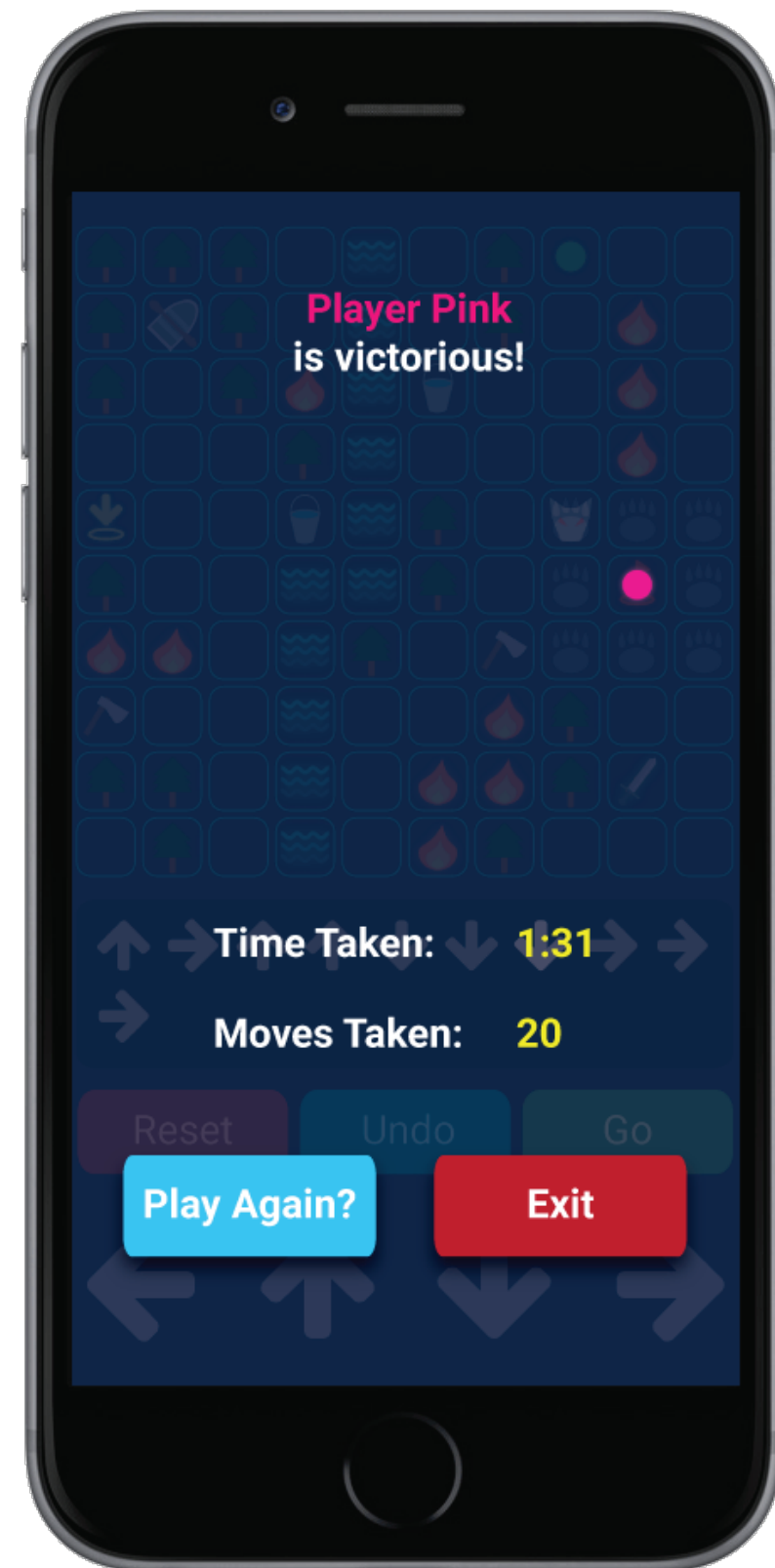
Game Screen



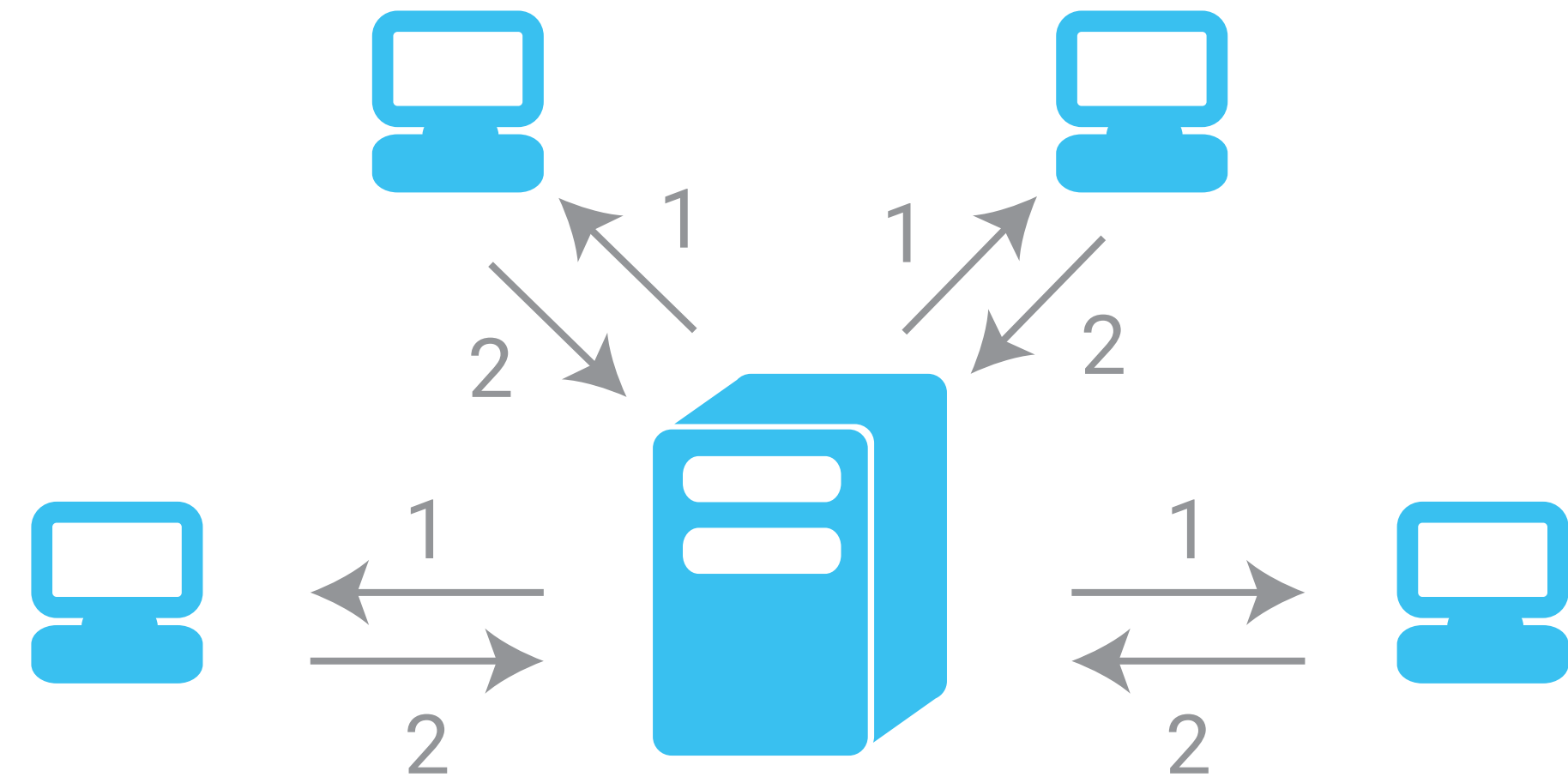
1. When an individual client presses Go, the client sends a “moveQueue” message to the server.
2. Whenever a move is executed in any move queue, which happens every 1 to 1.5 seconds in separate queues, the server broadcasts a “mapUpdate” message, telling clients to redraw the map.

# Client-Server Interactions

## Game Resolution



Game End Screen



1. When a player wins, the server broadcasts a “gameEnd” message, moving all clients to the game end screen.
2. On player acknowledgement, the clients individually send a “join” or “leave” message, being moved to Login or Waiting states, respectively. Timing out registers as a “leave”.