Main Menu Phase

- choose type of game
- choose difficulty level
- choose board game*
- (optional)
- choose theme (optional at this phase)

These steps require a back and forth between JS (client-side) and Prolog (server-side)

At the same time, the XML files are being read and parsed.

*This is applicable to games with variable dimensions.

Game Phase

- manage picking
- manage game states
- update animations
- check end state

Replay Phase

- Play game sequence
- no communication with Prolog
- ignore user input except for "restart" request

Possible states

- wait for user input
 - may be divided for each player
- wait for Prolog response
- wait for animation to end

Example : Checkers game, Player versus PlayerMain menu

1. Choose PvP
- (2. Choose theme)
3. Send options to Prolog and ask to start game

Loading game

1. Read response from Prolog with board config.
2. Create/initialize game elements (e.g. board, pieces)

Ignore user input (picking) at this point

Player 1 turn

1. Wait for user input
2. Interpret user input
3. Send request to Prolog
4. Start move time countdown

Prolog communication

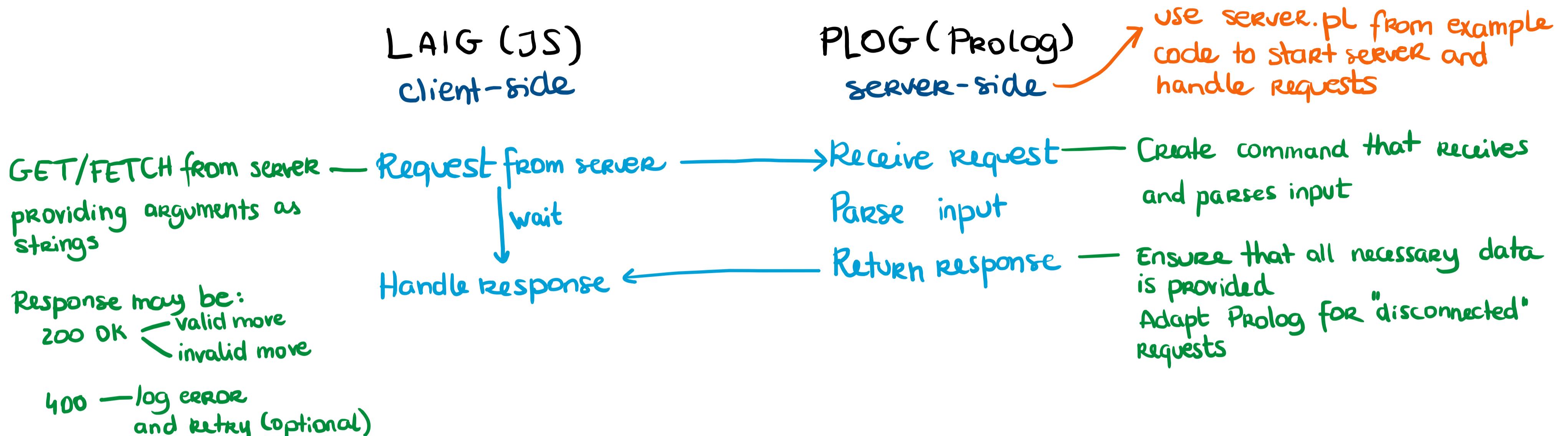
1. Wait for response
 2. Interpret response
 3. Validate move
- OR
3. Request input again

Player 2 turn

1. Wait for user input
2. Interpret user input
3. Send request to Prolog
4. Start time countdown

Game phase
Check victory
change theme

PROLOG COMMUNICATION



Example: Start game of checkers, Player v Computer (LVL 1)

