```
┌─────────────────┐
│ Initialization  │ ──────→ socket & chess objects
└─────────────────┘
        │          ──────→ Board element selected from DOM
        │
        │          ──────→ initial values of pieces, sourceSquare & player role.
        │
        │
        │
        │        ┌──────────────────┐
        └───────→│ Board rendering  │ ──────→ renderBoard() is called
                 └──────────────────┘         to display the initial state
                          │                   of the chessboard.
                          │
                          │
                          │
                          │                              dragged piece & source
                          │                              square are set
                          │        ┌──────────────┐
                          └───────→│ Drag and Drop│ ──────→ handleMove() is
                                   └──────────────┘         called after every
                                          │                 move
                                          │
                                          ↓
                                   renderBoard() sets up
                                   drag and drop event list.
```

REAL TIME GAME

Variables client Side — Socket
                       — Chess
                       — Board Element
                       — Dragged Piece
                       — SourceSquare
                       — PlayerRole

Functions — RenderBoard
           — Handle Move
           — GetPieceUnicode

Sockets — SocketOn ("Player Role")
           SocketOn ("Spectator Role")
           SocketOn ("Board Role")
           SocketOn ("Move")