

Use case 1:

Front: user 1 → click start → send req_{in} and ^{succeed} redirect: waiting page
_{fail} error page

back: receive request → ^{auth} ✓ register in waiting queue → return

Use Case 2:

Front: timing ^{fail} cancel request → send request → redirect
 receive message, success → send query ^{chess board} opponent

back: receive new ^{user} request, send message.
 receive query ^{suc} → response

Use Case 3:

Front:

```

    graph TD
      click --> validate
      validate -- "Y  
color  
chosen" --> select
      select --> send_req[send req]
      validate -- "N" --> notice
  
```

back: receive location → validate → ^{record} resp