

This consists of connecting the players, creating the game and playing the game.

Connecting players: Upon beginning the game players would have the option presented to them to play locally or to play an online match. If the player chose the online match the computer would then ask them to provide a username, how many other players they would like to play with (to make groups of two or four, including the option for some players to be AI), if they would like to meet with someone specific, and, if so, that person's username. After the player supplied this information the game would contact a central server. Any other players who wished to play an online match would also contact the central server. If a player had supplied the name of someone he or she wished to play with and that name had been provided to the central server the players would be connected. Otherwise, the players would be randomly joined with however many players they had said they wished to join with. Once a group of players had been assembled the information of who had joined would be sent to each participant's computer. If everyone returned an agreement that the group was acceptable the game would be created, otherwise the dissenting player or players would be assigned to a new group. The game would begin when the number of players necessary agreed to the grouping.

Creating the game: Once the players agreed that they had been made into acceptable groups the central server would create a game board and any AI players. It would assign the order of the players' turns randomly, then inform them whose turn it was. Unless the central server said it was their turn they could not make a move.

Playing the game: Each player would take their turn on the representation of the board on their computer. After they did this the action they made (pawn movement or wall placement) would be sent to the central server, which would make the adjustments to its representation of the board. The central server's representation would only consist of pawn and wall locations, not colour deficiency mode or anything else. It would then send this information to all the other players' computers, which would make the adjustment on their representations of the board, then send their new representations to the central server. This would continue until all representations were the same. The central server would then authorize the next participant's turn. This would continue until the game was over. The central server would then inform the players who had won. It would then end the game.

While using a central server requires some degree of upkeep it is the best method of connecting people, since it allows people to meet without advance knowledge of each other. Having a central authority controlling the representation also makes cheating harder, and prevents glitches from accumulating, as one board state is authoritative. This design is not meant for saving and returning to, but that could be arranged. One method would be by having the board's layout and the usernames of all participants saved to the central server, although this would require passwords. Alternatively, if there was no risk of one version changing the usernames and layout could be saved to participants' computers.