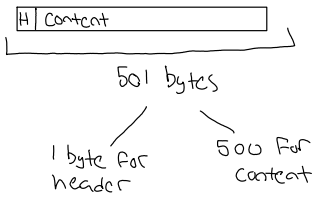


Message Architecture



Possible content

Global message to all users: "Game has started!"
"user 'x' has won!"
"Who was the first U.S. President?"

Individual user message: "That response was incorrect!"
"You got it right!"

User response: "George Washington"
"Abraham Lincoln"

List of possible headers

J - user join
R - user ready
A - user answer
G - global message to all clients
I - individual message

Example Scenario: User Submits an answer

* At this point every player (client) has joined the pre-game lobby, loaded up, and the game has started

