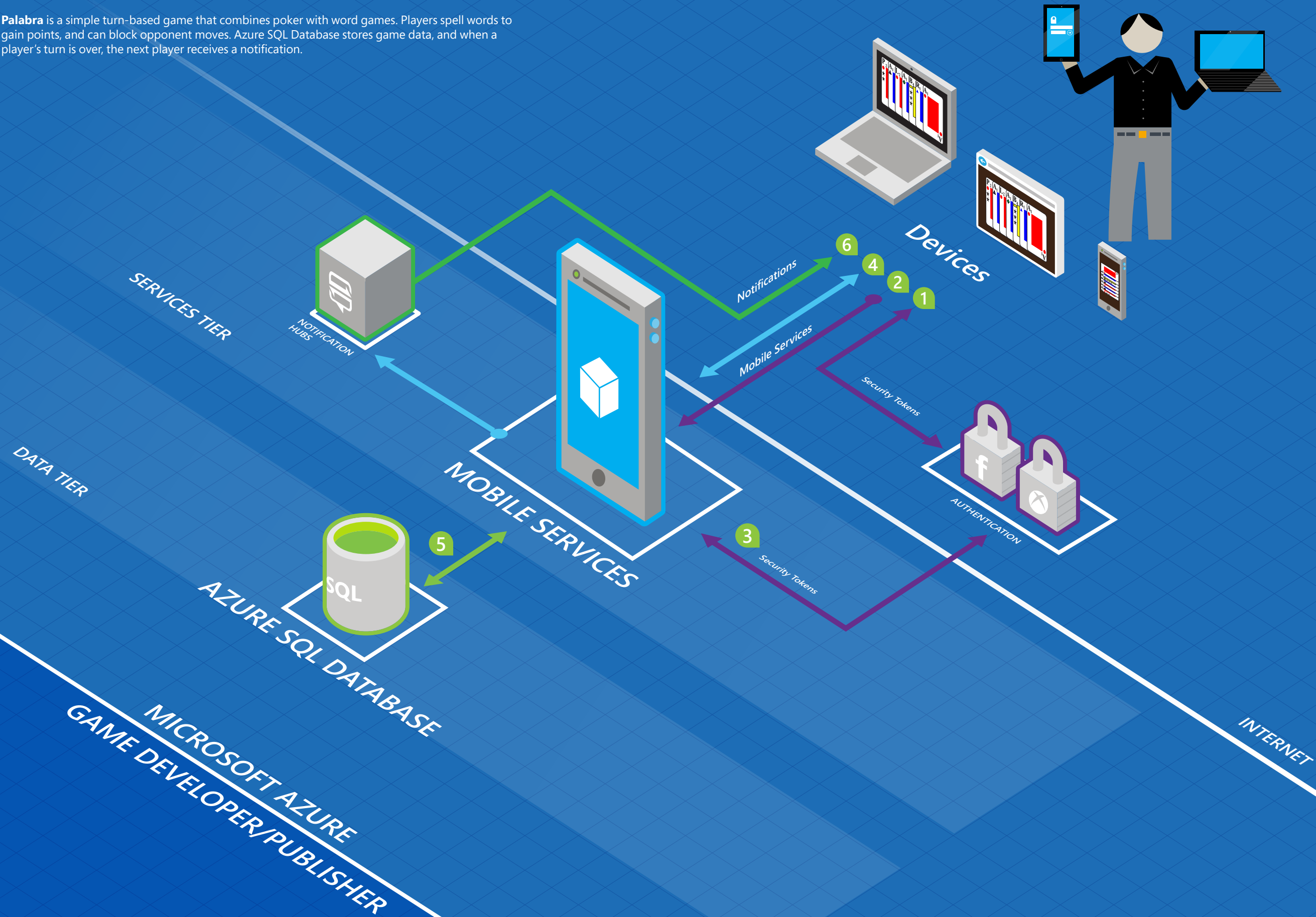# Palabra Architecture

Palabra is a simple turn-based game that combines poker with word games. Players spell words to gain points, and can block opponent moves. Azure SQL Database stores game data, and when a player's turn is over, the next player receives a notification.

SERVICES TIER

DATA TIER

NOTIFICATION HUBS

Devices

Notifications

Mobile Services

Security Tokens

MOBILE SERVICES

Security Tokens

AUTHENTICATION

SQL

AZURE SQL DATABASE

MICROSOFT AZURE

GAME DEVELOPER/PUBLISHER

INTERNET

1. Palabra logs the player in to Facebook or Microsoft and receives a token.

2. The app sends the token to Mobile Services.

3. Mobile Services sends the token to the appropriate service to verify the player.

4. Mobile Services sends and receives game data to the client app.

5. As game data arrives, it is stored in Azure SQL Database.

6. When a player completes a play, Mobile Services sends a notification to the next player via Notification Hubs.