



Notes: No need to store recently played, currently playing data in database. Information automatically updated every 30 seconds.

Have to create a new session per user each time they connect using cookie data. IF session does not match, boot user from chatroom + mark logged-in as false.

When to auto-logout user?

- may to check every xx seconds if websocket is connected
- if over MAX seconds since last connect, auto log out
- + remove user from chatrooms

On server startup, empty participating-in table.