

Use Case: On successful socket.io connection (should be an automatic emit by respective client).

Sent by: Game Server Socket.IO Event: "client" Data: "server" (string literal)	Response to: Game Server Socket.IO Event: "client" Data: boolean (true/false success)
Sent by: Desktop User Socket.IO Event: "client" Data: "desktop" (string literal)	Response to: Desktop User Socket.IO Event: "client" Data: boolean (true/false success)
Sent by: Mobile User Socket.IO Event: "client" Data: "mobile" (string literal)	Response to: Mobile User Socket.IO Event: "client" Data: boolean (true/false success)

Use Case: Joining lobby by lobby ID (Game Server joins to associate socket instance with respective lobby, Desktop User joins to become host user in a new lobby, Mobile Users join existing open lobbies).

Sent by: Game Server Socket.IO Event: "connectlobby" Data: lobbyid (6-digit number in STRING format)	Response to: Game Server Socket.IO Event: "connectlobby" Data: boolean (true/false success)
Sent by: Desktop User Socket.IO Event: "hostlobby" Data: JSON Object: <pre>{ lobbyid: (i.e. 6-digit number in STRING format) username: string (scope var?) }</pre>	Response to: Desktop User Socket.IO Event: "hostlobby" Data: boolean (true/false success)
Sent by: Mobile User Socket.IO Event: "joinlobby" Data: JSON Object: <pre>{ lobbyid: (i.e. 6-digit number in STRING format) username: string (user nickname) }</pre>	Response to: Mobile User Socket.IO Event: "joinlobby" Data: boolean (true/false success)

Use Case: Setting status as ready in lobby.

Sent by: Desktop User Socket.IO Event: "setready" Data: boolean	Response to: All Users <i>See "updatelobby" event</i>
Sent by: Mobile User Socket.IO Event: "setready" Data: boolean	Response to: All Users <i>See "updatelobby" event</i>

Use Case: Kicking a user from the lobby.

Sent by: Desktop User

Socket.IO Event: "kick"

Data: JSON Object:

```
{
  username: string (nick in lobby)
  reason: string (entered by host)
}
```

Response to: Desktop User

Socket.IO Event: "kick"

Data: JSON Object:

```
{
  response: boolean (t/f success)
  feedback: string (why t/f)
}
```

Response to: Mobile User (kicked player)

#1

Socket.IO Event: "kicked"

Data: string (reason entered by host)

Response to: Mobile User (kicked player)

#2

See "leave" event.

Response to: All Users

See "updatelobby" event

Use Case: Leaving a lobby

Sent by: Mobile User

Socket.IO Event: "leave"

Data: n/a

Response to: Mobile User

Socket.IO Event: "leave"

Data: n/a

**** Should I ALSO emit socket.io standard "disconnect" event after? (depends how you want to handle disconnects with angular logic)***

Response to: All Users

See "updatelobby" event

Use Case: Updating the list of users in the lobby (automatically emitted every time a change takes place: joins, kicks, leaves, ready status changes...)

Response to: All Users

Socket.IO Event: "updatelobby"

Data: []JSON (array of the following JSON Objects):

```
{
  nickname: string
  ready: boolean
}
```

Use Case: Getting the app id (reconnecting to lobby?)

Sent by: Mobile User

Socket.IO Event: "getappid"

Data: n/a

Response to: Mobile User

Socket.IO Event: "getappid"

Data: Number (app id from database)

Use Case: Initiating connection with the game server (attempting to start the lobby with the current users within).

Sent by: Desktop User

Socket.IO Event: "start"

Data: n/a

Response to: Desktop User

(potentially multiple responses, DO NOT TAKE ACTION until either of the *complete* or *failed* Booleans equal true, as some are used for feedback updates)

Socket.IO Event: "start"

Data: JSON Object:

```
{
    complete: boolean
    failed: boolean
    feedback: string
}
```

Response to: All Users (OCCURS ONLY WHEN *complete* is TRUE)

Socket.IO Event: "start"

Data: JSON Object:

```
{
    complete: boolean
    failed: boolean
    feedback: string
}
```

Use Case: Once Desktop and Anon Users have started the respective application, inform the game server that it has successfully loaded and is ready to send/receive messages

Sent by: Desktop User

Socket.IO Event: "launch"

Data: n/a

Response:

Currently none; I assume at this point all communication should be done over msgplayer/msgall events. If it seems necessary, I could add a response event but it would also need to become a part of the game server event specification.

Use Case: Send an application specific message to the game server.

Sent by: Desktop User

Socket.IO Event: "msg"

Data: JSON Object

Response:

None – any issues and failures such as packet loss are ignored (messages are real-time)

Sent by: Mobile User

Socket.IO Event: "msg"

Data: JSON Object

Response:

None – any issues and failures such as packet loss are ignored (messages are real-time)