Game data issues

Last updated: 6/26/18

1. Round 1 loads with the correct started at time, and an ended at time of null. This updates when a user clicks Next Round, Scoreboard, or closes the game. Rounds 2 and all subsequent load with a round started at and ended at time set to the **same value**. This will update to the correct value on Next Round, Scoreboard, or closing the came. If a user closes his browser, we do not get an update and this odd state will persist.

Data previous to 12/12/17 has this issue:

Round 2 + loads with ended at timestamp = started timestamp. Updates as expected on Next Round. (Good!)

Does not update on closing the game (Bad!)

If it's the last round, does not update on "Scoreboard" Instead updates on "Play Again" (Very Bad!!!!)

side note: Philippe is accounting for this in the round time spent calculations by using the attempt "ended at" time stamp for the last round of any game session.

2. firstTrySuccess" is not always accurate.

CAUTION! The global widget session time stamps are set on the server! The widget data time stamps are set using the client’s time. Time spent calculations should not mix these two time stamps.