Server

Register →

Check if user does not exists
Then register user

← **Result**

Authentication →

Check user and password in database
Set logged in status on user socket

← **Success**

Start Game →

Add to player to queue (or list)

← **Game found**

Wait for 2 players in queue
(later maybe with skill comparision)

Game loop

← **Send updated game state**

Calculate game state

Inputs →

Change equipment →

(Check if owns equipment)
change equipment

← **Success**

Check if logged in on
every request (maybe
not in gameloop)

Inside gameloop only allow
request from players in that
game

Game loop
executes 30 times
per second

Maybe only send
updates in gameloop
and full game state
once per second to
decrease load but
not risk desync

Inputs get send from
client immediately
but only get put into
game queue until
next game tick

Probably best to
create user auth
token after every
loggin and use that to
authenticate requests

Register and
Login requests to
http server rest
through socket