1. On socket connection
   1. Setup player
      1. Username
      2. ID
   2. Join them to default room
   3. Load them into the menu screen
      1. Allow for inputing username
      2. Allow for inputing room code
      3. Options for create or join
2. Joining Room
   1. Take entered username and test
      1. If length is greater than 0
      2. If it is already in use (in the specified room or global?)
   2. Take entered room code and test
      1. If length is greater than 0
      2. If it is already in use
3. Creating Room
   1. Take entered username and test
      1. If length is greater than 0
      2. If it is already in use (in the specified room or global?)
   2. Take entered room code and test
      1. If length is greater than 0
      2. That the room doesnt exist
   3. If errors
      1. Relay error messages from the server side to the client side
      2. Display errors
   4. If no errors
      1. Create room object on the server side and relay that information to the client side

IDEAS

* Powerups (Use on demand)
  + Invincible
  + Invisible
  + Trap/Bomb