16. **KPU Selected**

Dikirimkan oleh server ketika kpu terpilih.

Flow	Server -> Client

Request example	```
	{
	    "method": "kpu_selected",
	    "kpu_id": 3 // id pemain
	}
	``

OK Response example	```
	{
	    "status": "ok",
	}
	``

Fail Response example	```
	{
	    "status": "fail",
	    "description": ""
	}
	``

Error Response example	```
	{
	    "status": "error",
	    "description": ""
	}
	``