show lobby with authentication

game services

player | api controller | auth.ts | raum.ts | database

player → api controller: /api/raum/
Authorization: Bearer <token>

api controller → auth.ts: verify(token)
auth.ts → api controller: token valid

alt [token valid]

api controller → raum.ts: dbAllRooms()

raum.ts → database: SELECT r.*,s.name as user1, sp.name as user2 FROM
Raum r
LEFT JOIN "user" s on s.user_id=r.user_id1
LEFT JOIN "user" sp on sp.user_id=r.user_id2;

database → raum.ts: lobbies[]

raum.ts → api controller: lobbies[]

api controller → player: lobbies[]

[token invalid]

api controller → player: Please authenticate