clickHouse :Browser :Controller game-{\$id}:Database :Game click on a house /clicked/{\$gameId}/{\$houseId} fetch gamestate Actor clickedId(id) distribute redirect to /updategamefinished/{\$id} seeds /updategamefinished/{\$id} checkfinished() check if game is over; update wincount; update games DB; redirect to /game/{\$id} /game/{\$id} fetch gamestate new gamestate