The ***serverRooms.js*** file when receives a connection request:

1. Get a new userID (a unique user id)
2. Prints the user id out
3. It accepts the connection request
4. It assigns the userid a connection:

*Clients[userid] = connection*

1. Prints out that the connection was successful
2. Checks to see if the connection is valid
3. Reads the “message” from the connection

*dataFromClient = JSON.parse(message.utf8Data)*

*json = { type: dataFromClient.type }*

1. If the *dataFromClient.type* is *USER\_EVENT:*

* *Assign colors to the players – first one to enter the room is white and the other one is black*
* *If there are already 2 players in a room:*
  + *Remove the userid from our records*
  + *BREAK*
* *Else:*
  + *The new player can be added to a room:*
  + *Add the new user to our user list:*
    - *Users[userID] = dataFromClient*
    - *userActivity.push(`${dataFromClient.username} joined`)*
  + *Add the new player to a room:*
    - *Rooms[dataFromClient.username] = [userID]*

*or*

* + - *Rooms[dataFromClient.username].push(userID)*
  + *Print the room information*
  + *Add users, userActivity and player color into json*
  + *Send the json back*

1. Else if the *dataFromClient.type* is *CONTENT\_CHANGE:*