WebSocket API documentation

# Message to Client:

* {Root}
  + type
    - message // chat message from client
    - mapUpdate // map, settings, players changes
  + message // if type = message
    - [String value] // message received
  + sender // if type = message
    - {Player}
  + mapChanges
    - <not defined>
  + playerCount
    - <not defined>
  + players
    - [Array of {Playger}]

## Other objects:

* {Player}
  + nickname
    - [String value]
  + color
    - [Color.Name value]
  + location
    - X
      * [Int value]
    - Y
      * [Int value]
  + rotation
    - [float value]
  + carModel
    - [Int value] // default = 0

# Message to server:

* {Root}
  + type
    - message // chat message
  + message // if type = message
    - [String value]

## Other objects: