CHITTERS API

SERVER

* Socket
  + Receives
    - connection *first emit of a new client is this, initializes and begins auth*
    - email *to auth by email*
    - registration(playerInfo) *new user setting up account. See PlayerInfo in objects for details.*
    - login(authenticationRiddleAnswer) *previously registered user loggin in. Returns true or false.*
    - startRoom *opens a room with calling client in it*
    - ready *signifies a client in a room is ready for a game cycle. All clients in a room must be ready before the game can start. A client not in a room cannot call ready.*
    - switchCard( *takes an*
  + Emits
    - Debug
      * Debug messages
    - gameRoomNumber *emits unique game room identifier*
    - card *sends a tuple containing [nameOfCard, base64rawencoding]*
    - message *sends any length string to a client*
    - prompt *sends any length string to a client*

CLIENT

OBJECTS

PlayerInfo:

Player.ID