

If Client 1 and 3 match
Server emits to only them

Client 1

→ Clicks on an activity

The client receives
the name of
when and if
person
it matches

Client 2

The client sends the name
and the chosen activity to
server

Client 3

SERVER

→ Server goes through an
array and if the incoming
activity already exists,
server emits it to both
of those users.
→ Server saves the incoming activity
in an array, if it doesn't match

Client 4