1. Main Window (logout) – nothing
2. Main Windows (login):
   1. sync:
      1. syncMeFromFacebook:
         1. Retrieving personal information from Facebook.
         2. Updating local user.
         3. syncPicFromFacebook:
            1. Retrieving pic from Facebook.
            2. Updating local user.
         4. syncFriendsFromFacebook:
            1. retrieving friends from Facebook.
            2. Updating local user.
         5. getUserFromServer:
            1. retrieves user information according to Facebook id.
3. Finishing game
   1. POST user information (creates if necessary)
4. Leaderboard all:
   1. GET users with high score.
5. Leaderboard friends:
   1. GET friends by facebook id