Muy importanté update:

1. If a new game is created, backend generates a new random **token for the game** and sends it

Create New Game

Client (request):

```
{
    "Action": "CreateGame"
}
```

Server (FetchState success response):

```
{
    "Action": "CreateGame",
    "Code": 1234,
    "Token": "tio-Q_fNx3-ifcX0mhQ7JExnTwYAnLL4HEl-2kjLnqGNFAiP4GDw2KkTU9PiYLDR_vd0KQC7
}                                    (string)
```

2. If a player joins a game, backend generates a new random **token for the player** and sends it

Join Existing Game

Client (request):

```
{
    "Action": "JoinGame",
    "Code": 8712,
    "Name": "blabla"
}
```

Server (FetchState success response):

```
{
    "Action": "FetchState",
    "State": "Success",
    "Data": "You have successfully joined the game",
    "Token": "cHFvd2lldWZoc2pkdXdrZWlyanN1ZGhleXJqcXdldWR5ZWhqc2Fpc2RoYXNkMTIwOTcvLQ==
}                                    (also string)
```

3. The game host machine must send the token for all game related requests

RemovePlayer

Kick a player from the lobby.

Client (request):

```
{
    "Action": "RemovePlayer",
    "Code": 1152,
    "Name": "TheLegend27",
    "Token": "tio-Q_fNx3-ifcX0mhQ7JExnTwYAnLL4HEl-2kjLnqGNFAiP4GDw2KkTU9PiYLDR_vd0KQC
                        (game token)
}
```

Start Game:

Client (request):

```
{
    "Action": "StartGame",
    "Code": 4623,
    "Token": "tio-Q_fNx3-ifcX0mhQ7JExnTwYAnLL4HEl-2kjLnqGNFAiP4GDw2KkTU9PiYLDR_vd0KQC
                        (game token)
}
```

4. Each player machine must send the **player token** for all player related requests

Submit Answer

Player answers a question with a custom answer.

Client (request):

```
{
    "Action": "SubmitAnswer",
    "Code": 1234,
    "Name": "Nils",
    "Answer": "blabla",
    "Token": "cHFvd2lldWZoc2pkdXdrZWlyanN1ZGhleXJqcXdldWR5ZWhqc2Fpc2RoYXNkMTIwOTcvLQ==
}
```
(player token)

Give Points:

All players are grading answers to the previous question.

Client (request):

```
{
    "Action": "GivePoints",
    "Code": 1734,
    "Name": "Nils",
    "Target": "Aivar",
    "Token": "cHFvd2lldWZoc2pkdXdrZWlyanN1ZGhleXJqcXdldWR5ZWhqc2Fpc2RoYXNkMTIwOTcvLQ==
}
```
(player token)

5. All requests which are common for **host** and **players**, work with both type of tokens

Fetch State

Periodic background process, queried by client once per second.

Client (request):

```
{
    "Action": "FetchState",
    "Code": 1234,
    "Token": "tio-Q_fNx3-ifcX0mhQ7JExnTwYAnLL4HEl-2kjLnqGNFAiP4GDw2KkTU9PiYLDR_vd0KQC7
                              (game or player token)
}
```

⚭ GetPlayers

Get the list of players in a specific game.

Client (request):

```
{
    "Action": "GetPlayers",
    "Code": 1152,
    "Token": "tio-Q_fNx3-ifcX0mhQ7JExnTwYAnLL4HEl-2kjLnqGNFAiP4GDw2KkTU9PiYLDR_vd0KQC7
                              (game or player token)
}
```

6. A new error response has been created for all requests where a token is required

```
{
    "Action": "FetchState",
    "State": "Error",
    "Data": "Invalid token"
}
```