

Sit Players at Tables - Flow

Problem: at the moment, I control all the players at table 1. I would like to retain this table and behaviour for testing and debugging purposes, but also create additional tables that players can join.

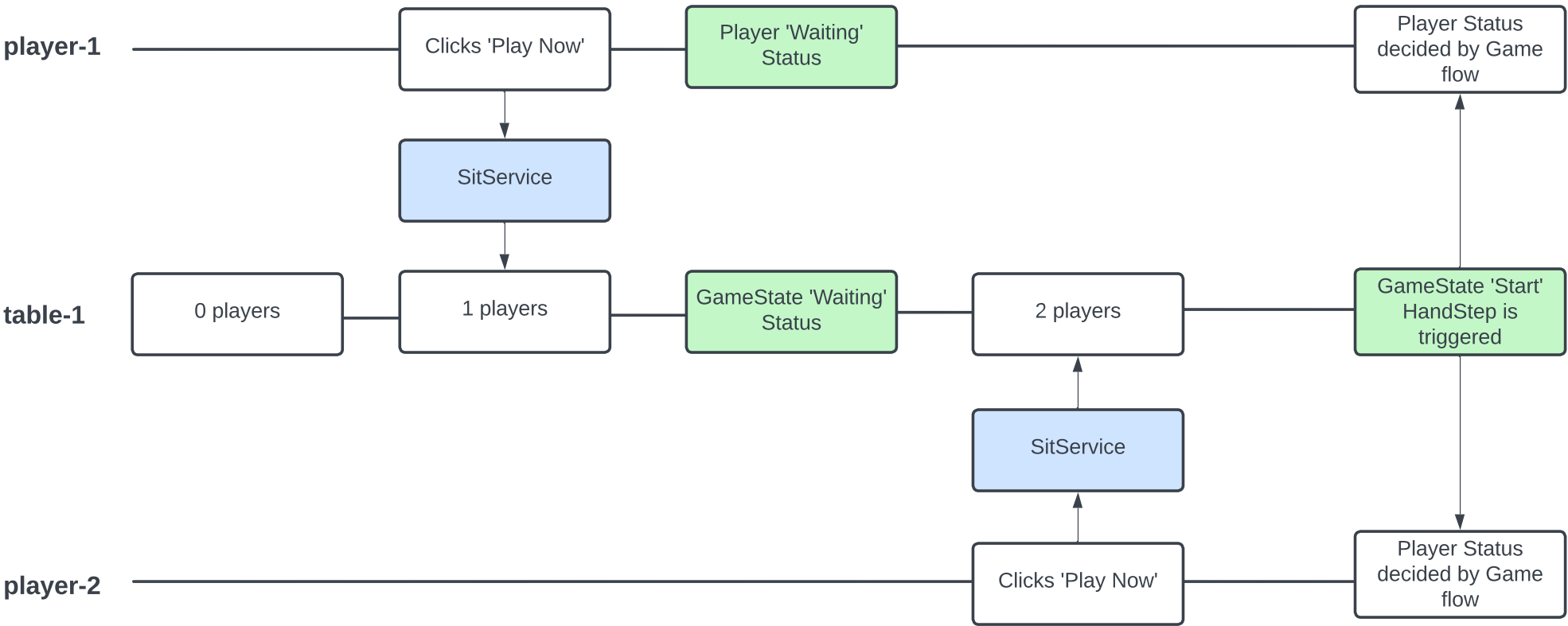
The table joining will be automated and players will be seated at teh first available seat at any table, if any are available.

New tables in theory be auto-created if no seats remain at existing tables.

Key

- A new class/service
- A new step or status

2 Player Flow



Logic Flow

This logic is based on the general assumption that each action/event will return a GameState response to all players at the table in question. The response will be broadcasted via Mercure or similar and reflected in the front-end instantaneously.

For example, if a Hand is in progress when a new player joins, the GameState will be updated to show them at the table, but the active PlayerStatuses won't be changed at that point. As soon as an active player in the Hand does something, the GameState will be updated again, including the inactive new player.

Once the in-progress hand is completed, the new/inactive player will be dealt in.

