~~Each game server should control it's own bots, and dictate spawning of them (min limit)~~

~~Bots should run on a separate thread on the same process using the gameupdate interface (easy communication and bot lags won't bring down the game thread)~~

~~Game server should update web server on its existence and number of real people every minute or every time a new real person joins~~ (game server needs a secret key when communicating with web server)

~~Web server should send list of game servers to client upon connection, grouped by server location. Also includes the number of clients on each server. Web server should send list of game servers (one per location) upon connection.~~

~~Client to ping one server from each group to decide on the nearest server~~

~~Game server needs to be able to automatically choose a free port to listen on~~

~~Game server to update lobby after 30 secs of silence~~

~~Delete server from lobby after 45 secs of silence~~

Local server is started upon instance start, and will update web server on the number of game servers running (or in the process of starting), and its location

Web server should decide to spawn new game servers for each location based on the number of game servers reported by local server and the number of clients reported by the game servers

Web server should issue commands to local server to terminate a certain game server

Game server to send data to web server in response to client

New game server to obtain data from web server upon client request (web server to only comply within certain time period)