DOD

For Sprint 4

To Do	Defintion	Priority	Sprint
Make all elements broadcasted	Every response from GE will be broadcasted to each user and rendered as it should be	High	4
Chat should show the username	Currently the chat shows a random name in the "unsername" field. Username shuld be the real one	High	4

Make requests for each move a player can make.	User should have the posibility of playing a multiplayer game and see how rules are applied by interacting with GE	High	4
Unit Tests	Each component should be unit tested	High	4
Create a "session" for a user	Lobby leaving should be gestionated. If a user is leaving a lobby the DB and GE module should be updated	High	4
Render available lobbies	Player should have the opportunity to choose a lobby he wants to join	High	4