**START GAME**

1. Host sends - (“start game”, {})  
   Host starts the game with this message..
   1. If the user is not the host or the game is in progress, an error will be sent back to the user that originally sent the message.   
      (“user is not host”, {})  
      (“game is already being played”, {})
2. All users receive - (“host started game”, {...})  
   All users will receive a message that the game has started along with the game information. Transition to **WAITING FOR PLAYERS** state. Example object:

{ judge:

{ id: '3d96b007-a375-4f2e-9b44-c389ef1501d5',

userId: 'b78bb917-0479-4401-8e55-89e49c1f9836',

roomId: '590bb776-8a51-4120-b560-283fd69701b6',

place: 1,

createdAt: '2015-03-23T23:42:12.000Z',

updatedAt: '2015-03-23T23:42:12.000Z'

User:

{ id: 'dfea343c-cbdc-4674-b217-27e3008eb8a2',

roomId: '39cb4be0-959e-4224-a629-53df8b8e61a6',

fbId: 'testFbId1',

fbToken: 'testFbToken1',

name: 'testName1',

pic: 'testPic1',

createdAt: '2015-04-21 02:14:20.000 +00:00',

updatedAt: '2015-04-21 02:14:22.000 +00:00' }},

blackCard:

{ id: 'f8be6f9e-4d7a-4f21-b4c1-ffce6ca79aa6',

userId: null,

text: 'park upper \_ own magic',

type: 'black',

createdAt: '2015-03-23T23:42:14.000Z',

updatedAt: '2015-03-23T23:42:14.000Z' },

game:

{ id: '201302de-6e0c-4d67-a843-41f545454df8',

roomId: '590bb776-8a51-4120-b560-283fd69701b6',

finishTime: null,

updatedAt: '2015-03-23T23:42:15.000Z',

createdAt: '2015-03-23T23:42:15.000Z' },

round:

{ id: '9b1f6d1e-c071-4e66-8841-fca667835dcc',

gameId: '201302de-6e0c-4d67-a843-41f545454df8',

judge: 'b78bb917-0479-4401-8e55-89e49c1f9836',

blackCard: 'f8be6f9e-4d7a-4f21-b4c1-ffce6ca79aa6',

state: 'waiting for players',

updatedAt: '2015-03-23T23:42:15.000Z',

createdAt: '2015-03-23T23:42:15.000Z' },

playerStates:

[ { id: '516426dc-a9a0-4419-9c76-652803680b94',

userId: 'b78bb917-0479-4401-8e55-89e49c1f9836',

gameId: '201302de-6e0c-4d67-a843-41f545454df8',

state: 'waiting for players',

createdAt: '2015-03-23T23:42:15.000Z',

updatedAt: '2015-03-23T23:42:15.000Z' },

{ id: 'c1f78533-bb44-4514-a680-0aa875ba980f',

userId: 'ba554645-de5d-4a81-8fec-64238ed9194f',

gameId: '201302de-6e0c-4d67-a843-41f545454df8',

state: 'playing',

createdAt: '2015-03-23T23:42:15.000Z',

updatedAt: '2015-03-23T23:42:15.000Z' },

{ id: '61b6992d-dda2-4dcc-ac1f-7a60111b3fe0',

userId: 'cbff2f7a-fa7f-4c75-8681-452e27c88c84',

gameId: '201302de-6e0c-4d67-a843-41f545454df8',

state: 'playing',

createdAt: '2015-03-23T23:42:15.000Z',

updatedAt: '2015-03-23T23:42:15.000Z' } ] }

1. Users will use the Hand REST API to get the cards they were dealt.