**CHOOSE WINNING CARD**

1. Judge sends - (“choose winning card”, {winner: “123”, winningCard: “456”})  
   The judge chooses the winning card by sending the message with the winner (userId) and winning card (cardId). This increases the winner’s score by 1. If the leading score in the game is less than three, then we go to ROUND REVIEW. Otherwise, the game is over, and we go to GAME REVIEW.
2. ROUND REVIEW
   1. all users receive - {“round review”, {...}}  
      all users are sent a message with the round winner. Example object below

{ round:

{ id: 'dd5abfe4-e6c5-4ba3-983e-447bab6fe34e',

gameId: 'def03815-c3ed-4d6e-80d8-7f40c5885352',

judge: 'b61e93e1-d9e7-4189-8801-65e0773f1264',

blackCard: 'fca8f58a-84e2-4c13-91ab-22cf260aaff9',

winner: '601ffa7d-863a-4a3b-8396-2329fea6b885',

winningCard: 'd91890bd-fdf9-4b22-bd2e-f6a0caa28179',

state: 'waiting for judge',

createdAt: '2015-03-24T00:06:54.000Z',

updatedAt: '2015-03-24T00:06:56.000Z' },

game:

{ id: 'def03815-c3ed-4d6e-80d8-7f40c5885352',

roomId: 'c65c07b8-3759-4bdc-bf9f-1309d01dc475',

finishTime: null,

createdAt: '2015-03-24T00:06:54.000Z',

updatedAt: '2015-03-24T00:06:54.000Z' },

winningCard:

{ id: 'd91890bd-fdf9-4b22-bd2e-f6a0caa28179',

userId: null,

text: 'quarter',

type: 'white',

createdAt: '2015-03-24T00:06:53.000Z',

updatedAt: '2015-03-24T00:06:53.000Z' },

winner:

{ id: '601ffa7d-863a-4a3b-8396-2329fea6b885',

fbId: 'testFbId3',

name: 'testName3',

pic: 'testPic3' },

roundsByWinner: { '601ffa7d-863a-4a3b-8396-2329fea6b885': [ [Object] ] },

leader: { userId: '601ffa7d-863a-4a3b-8396-2329fea6b885', points: 1 },

sendTime: '2015-03-24T00:06:57.226Z' }

* 1. all users receive - {“new round”, {...}}  
     after X (currently 2) seconds, all users are sent a message with the new round information. Transition to **WAITING FOR PLAYERS** state. Example response object below.

{ judge:

{ id: '6ea1ed64-25b7-42ea-bd09-77bb3bdd3506',

userId: 'f2431f6e-2faa-40b3-8f2b-263a01ec5ddc',

roomId: '2f80de7c-cfa0-47c5-9c49-518afe4e4ce4',

place: 2,

createdAt: '2015-03-24T00:07:26.000Z',

updatedAt: '2015-03-24T00:07:26.000Z'

User:

{ id: '5a1b8970-d63c-4665-b3a3-84de8bee365a',

roomId: '52ddc816-2afd-4630-b8ce-d7516d0e5d3b',

fbId: 'testFbId2',

fbToken: 'testFbToken2',

name: 'testName2',

pic: 'testPic2',

createdAt: '2015-04-21 02:17:54.000 +00:00',

updatedAt: '2015-04-21 02:17:55.000 +00:00' }},

blackCard:

{ id: '47daed85-4160-4583-b0e1-22c896abf806',

userId: null,

text: 'arm author she \_ belt',

type: 'black',

createdAt: '2015-03-24T00:07:27.000Z',

updatedAt: '2015-03-24T00:07:27.000Z' },

round:

{ id: '53398171-389f-4e48-8e2e-246bb453b6a4',

gameId: '71273b74-9240-47af-b09e-25e39128db59',

judge: 'f2431f6e-2faa-40b3-8f2b-263a01ec5ddc',

blackCard: '47daed85-4160-4583-b0e1-22c896abf806',

state: 'waiting for players',

updatedAt: '2015-03-24T00:07:31.000Z',

createdAt: '2015-03-24T00:07:31.000Z' } }

1. GAME REVIEW
   1. all users receive - {“game review”, {...}}  
      all users are sent a message with the game winner. Example response object below.

{ round:

{ id: '578f81f7-79e1-4569-88d3-a55f9ec30d61',

gameId: '667ff274-1f05-47c6-89d9-51586fca7244',

judge: '730a660f-5d84-4867-994c-4b041187a754',

blackCard: '077293c7-e6d5-49ea-8ef7-65e3e7a16666',

winner: null,

winningCard: null,

state: 'waiting for judge',

createdAt: '2015-03-24T00:22:28.000Z',

updatedAt: '2015-03-24T00:22:31.000Z' },

game:

{ id: '667ff274-1f05-47c6-89d9-51586fca7244',

roomId: '3fa968ba-d35e-44ed-9ed8-d5c4b155361e',

finishTime: null,

createdAt: '2015-03-24T00:22:17.000Z',

updatedAt: '2015-03-24T00:22:17.000Z' },

winningCard:

{ id: 'a5358340-de33-4440-9084-fef5618ebdc3',

userId: null,

text: 'train',

type: 'white',

createdAt: '2015-03-24T00:22:17.000Z',

updatedAt: '2015-03-24T00:22:17.000Z' },

winner:

{ id: '5d84eedf-6be5-41aa-b3ef-29af95e76ede',

fbId: 'testFbId3',

name: 'testName3',

pic: 'testPic3' },

roundsByWinner:

{ '5d84eedf-6be5-41aa-b3ef-29af95e76ede': [ [Object], [Object], [Object] ],

'730a660f-5d84-4867-994c-4b041187a754': [ [Object] ] },

leader: { userId: '5d84eedf-6be5-41aa-b3ef-29af95e76ede', points: 3 },

sendTime: '2015-03-24T00:22:32.424Z' }

* 1. all users receive - {“pre-game”, {...}}  
     after Y (currently 2) seconds, all users are sent a message that the review is over, and they are in the **PRE-GAME** state. Example response object below

{

game: { id: 'a96e69b7-2521-4e27-99a6-63e8a87f0c1b',

roomId: 'f07161c6-95cf-4c15-a334-dc7e6575d83a',

finishTime: '2015-03-24T01:48:45.708Z',

createdAt: '2015-03-24T01:48:30.000Z',

updatedAt: '2015-03-24T01:48:45.000Z' },

playerStates: [ 3 ] //number PlayerState table rows updated

}