Server					Cient				
type	event-name	description/data	line#	type	event-name	description/data	line#		
on	loggedIn	adds / updates players	50	socket.emit	loggedIn	sends player name to server	28		
io.emit (all)	setPlayers	sends upated players list	46	on	setPlayers	sets game players	14		
on	playerRolled	recieves new dice values	64	socket.emit	playerRolled	send new dice values to server	137		
client.broadcast.emit	updateRoll	sends new dice values to other players	69	on	updateRoll	recieves and updates local dice values	31		
on	dieClicked	recieves die number	93	socket.emit	dieClicked	sends die number(id)	96		
client.broadcast.emit	updateDie	broadcasts die number to other players	74	on	updateDie	fires die.clicked event on die-number	34		
on	scoreClicked	recieves scoreElement.id	78	socket.emit	scoreClicked	sends scoreElement.id	108		
client.broadcast.emit	updateScore	broadcasts scoreElement.id to other players	79	on	updateScore	fires scoreElement.clicked event	38		
on	turnOver	recieves player.id	82	socket.emit	turnOver	then emits turnOver player.id	39		
io.emit (all)	resetTurn	sends resetTurn with new currentPlayerIndex to all	88	on	resetTurn	reset turn and set new currentPlayer (next)	46		

	Server					Cient				
type	event-name	description/data	line#	type	event-name	description/data	line#			