Server				Cient			
type	event-name	description/data	line#	type	event-name	description/data	line#
on	loggedIn	adds / updates players	45	socket.emit	loggedIn	sends player name to server	24
io.emit (all)	setPlayers	sends upated players list	40	on	setPlayers	sets game players App.ts ->	14
io.emit (all)	setPlayers	sends upated players list	50				
on	playerRolled	recieves new dice values	55	socket.emit	playerRolled	send new dice values to server	131
client.broadcast.emit	updateRoll	sends new dice values to other players	57	on	updateRoll	recieves and updates local dice values	29
on	dieClicked	recieves die number	62	socket.emit	dieClicked	sends die number(id)	89
client.broadcast.emit	updateDie	broadcasts die number to other players	63	on	updateDie	fires die.clicked event on die-number	34
on	scoreClicked	recieves scoreElement.id	68	socket.emit	scoreClicked	sends scoreElement.id	97
client.broadcast.emit	updateScore	broadcasts scoreElement.id to other players	69	on	updateScore	fires scoreElement.clicked event	39
on	turnOver	recieves player.id	74	socket.emit	turnOver	then emits turnOver player.id	102
io.emit (all)	resetTurn	sends resetTurn with new currentPlayerIndex to all	80	on	resetTurn	reset turn and set new currentPlayer (next)	44

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