Socket is created here.

Main Game Loop

| playerConnectsToApp |

| wave1 | | waveN... |

| playerLoggedIn |

| roundWait |

| playerJoinsLobby |

Sockets are joined into the 'Lobby' array.

| enemiesSpawn | | pickupsSpawn |

| waitingForReady |

| roundStart |

Gameplay Loop

Once every client reports he is ready, the loadingScreen state is begun,

Dead players will respawn if there is at least one surviving player at the end of the wave.

| loadingScreen |

| playerShoots | | playerMoves |

The loading screen is where each socket loads the game. This state is not changed until every client sends back a load success.

| enemyShoots | | enemyMoves |

| playerDead |

| enemyKillsPlayer | | playerKillsEnemy |

| playerRespawn |

| startGame |

| enemyHitsPlayer | | playerHitsEnemy |

| playerInvite |

| roundEnd |

| inviteAccepted |

| statsDisplay |

Depending on if all players died or not, after statsDisplay the state will change to gameEnd or continue the loop to the next wave.

| inviteDeclined |

| gameEnd |

| logout |

After a game ends, the players will be transported back to the game lobby.

Upon exiting the game or logging out, the user's socket is disconnected and his game data is saved to the server.