

# Build a Trivia Game using WebSockets

## Build the Server Code

First, we will need to create some types but what will they be?

- **Game** - this is the main type where others will branch from
  - **id** - a distinct identifier to represent each game
  - **currentQuestionId** - keeps track of the current question
  - **done** - boolean value to know if the game is finished
  - **hasStarted** - boolean value to know if the game has started
  - **timer** - how long a person has to answer each question
  - **clients** - the person playing the game w/ other related info
  - **questions** - all the questions for the game with other related info
  - **settings** - settings related to the game

```
export interface IGame {
  id: string;
  currentQuestionId: string;
  done?: boolean;
  hasStarted: boolean;
  timer: number;
  clients: IClient[];
  questions: IQuestion[];
  settings: ISettings;
}
```
- **Client** - each person (computer, phone, etc) at the url of the game
  - **id** - a distinct identifier to represent client
  - **name** - the display name of the person
  - **questionsAnswered** - boolean value to know if the game is finished
  - **score** - the current score
  - **ws** - the websocket for each client, this allows to send data to the correct client

```
export interface IClient {
  id: string;
  name: string;
  questionsAnswered: number[];
  score: number;
  ws?: WebSocket;
}
```