Build a Triva Game using WebSockets with Typescript

Build the Server Code

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

- **IGame** - this is the main interface where other types 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;
        }
        ```