CELL GAME - SOCKET IO

Event	Request	Response

Connect	{ }	{
		   clientId : <guid>
		}

Create	{
	   clientId : <guid>
	}
		{
		   game : {
		      Id : <guid>,
		      balls : int,
		      clients : [ ],
		      state : { }
		   }
		}

Join	{
	   clientId : <guid>
	   gameId : <guid>
	}
		{
		   game : {
		      Id : <guid>,
		      balls : int,
		      clients : [<guid>, color],
		      state : { }
		   }
		}

Play	{
	   clientId : <guid>
	   gameId : <guid>
	   ballId : int
	   color : color
	}
		{
		   game : {
		      Id : <guid>,
		      state : { "ballId" : color }
		   }
		}

Over	{
	   gameId : <guid>
	}
		{
		   winner : color wins
		}

disconnect	{ }	{
		   disconnect : true
		}