1. Player [id: (fb:{fbid}|guest:{incr}), username}
   1. Guest -> get ID from *nextguestid* = INCR
   2. FacebookId
2. Get room
   1. get first from *availablegames* list
      1. remove from *availablegames* list (only two players allowed)
      2. add player to game record
      3. subscribe to room
      4. notify all that game begins in 10 seconds (client can add a countdown clock) – also, include sentence and player details
      5. after 10 seconds, notify all that game has started (client must activate game)
   2. none exist -> create room
      1. get sentence from database
      2. subscribe to room
      3. broadcast all (on client side ignore if already playing)
      4. add to *availablegames* list
3. Play game
   1. client emit percentUpdate on keyup
   2. Update game:{id}
   3. Broadcast players
4. Max seconds played OR both users completed game
   1. Broadcast game over
   2. Save score (if player signed in)
   3. Delete game from redis