



① POST: req create game

C1 → ② S: ok, game id: 1

③ C1 → S: WS

GET: list games
 S → C1: ok: [{ game id: 1 }]

C2 → S: WS

WS - Data

{

op: "GAME_START"

payload: {

}

}

{

op: "PLAYER_MOVE"

payload: {

playerId: 5,

x: 5,

y: 10,

}

}

{

op: "GAME_END"

payload: {

winnerId: 12,

}

}

Ops: [

PLAYER_JOIN

PLAYER_LEAVE

- MOVE

- TASK_START

- TASK_FINISH

- TASK_FAIL

```

v w u w w w w w w w
w      T      w
w      •      w
w w w w w w      w
      w      w
      w      T w
      w      w
      w w w w w w

```

Model:

current_game: {

id: string

name: string

players: {

[id]: {

name: string

colour: string

position: { x, y }

}

},

me: {

name: string

}

colour
position

}

| null

Controllers:

WS:

Event Listener: