

# Table State Audit Framework

**Date Created:** Friday, October 10, 2025

## Purpose

Systematic audit of all table states to identify duplicate handlers, unclear ownership, and resolve the double deck creation bug.

## TABLE\_STATES Reference

Constant Name	Purpose	Who Sets	Owner's Setting Action	Who Reacts	Everyone's Reaction	Files Involved
LOBBY	Initial lobby state	Owner	Setup lobby, reset game	Everyone	Display lobby UI	?
NEW_TOURNAMENT	Start new tournament	Owner	?	Everyone	?	game-state-manager.js, game-launcher.js ● DUPLICATE HANDLER
COUNTDOWN	30-second ready timer	Owner	Start countdown timer	Everyone	Show countdown UI	?
DEALING	Cards being dealt	Owner	Deal cards to all players	Everyone	Show dealing animation	?
PLAYING	Players arranging hands	Owner	Enable play phase	Everyone	Enable hand arrangement UI	?
ALL_SUBMITTED	All hands received	Owner	Trigger scoring process	Everyone	Show "waiting for results"	?
SCORING	Calculating scores	Owner	Run scoring logic	Everyone	Show "scoring in progress"	?
ROUND_COMPLETE	Round finished	Owner	Determine if more rounds	Everyone	Show round results	?
TOURNAMENT_COMPLETE	All rounds finished	Owner	Finalize tournament	Everyone	Show tournament summary	game.js line 204 ● Owner calling handler
NUM_HUMAN_PLAYERS	Shared player count	Owner	Update player count	Everyone	Update player list display	?

## LOBBY\_STATES Reference

Constant Name	Purpose	Who Sets	Owner's Setting Action	Who Reacts	Everyone's Reaction	Investigation Notes
TABLE_OWNED	Table ownership flag	Owner	Claim table ownership	Everyone	?	?
WAITING_FOR_PLAYERS	Waiting in lobby	Owner	Initialize lobby	Everyone	Display lobby, show player list	?
READY_TO_START	All players ready	Owner	Enable start capability	Everyone	Enable start button (owner only)	?
STARTING_COUNTDOWN	Countdown to start	Owner	Begin start sequence	Everyone	Show countdown timer	?
DEALING_CARDS	Cards being dealt	Owner	Deal initial hands	Everyone	Show dealing animation	?

## State Handler Locations

### Files to Search

- ☐ game.js
- ☐ game-state-manager.js
- ☐ game-launcher.js
- ☐ multi-device-manager.js
- ☐ firebase-manager.js (if exists)
- ☐ Any other listeners?

### Search Terms



handleTableStateChange  
handleStateChange  
case 'new\_tournament'  
case 'NEW\_TOURNAMENT'  
setTableState  
setState  
.on('value'  
onSnapshot  
createDeck()




## Handler Audit Template

File	Function Line	State Handled	Action Taken	Execution Condition	Notes
game-state-manager.js	?	NEW_TOURNAMENT	createDeck()	?	Found by logs
game-launcher.js	?	NEW_TOURNAMENT	createDeck()?	?	Suspected duplicate
game.js	?	204 TOURNAMENT_COMPLETE	showTournamentSummary()	No guard	Needs multiDeviceMode check

# Questions to Answer

- 1. **NEW\_TOURNAMENT Handlers:**
  - ☐ Where exactly are the two handlers?
  - ☐ What conditions trigger each?
  - ☐ Which one should be authoritative?
  - ☐ Does one call the other?
- 2. **State Naming Convention:**
  - ☐ Is it NEW\_TOURNAMENT or new\_tournament?
  - ☐ Are both used? Where?
  - ☐ Pick ONE standard and document
- 3. **Ownership Model:**
  - ☐ Which states should ONLY owner handle?
  - ☐ Which states do all players respond to?
  - ☐ Is there a clear pattern?
- 4. **Single vs Multi-Device:**
  - ☐ Are there different flows?
  - ☐ Should states behave differently by mode?
  - ☐ Is this documented anywhere?

## Known Issues

-  **Critical**
  - **Double Deck Creation:** Owner creates 2 decks per round in multi-player
    - Root cause: Duplicate NEW\_TOURNAMENT handlers
    - Effect: Up to 4 wilds in play (2 per deck)
    - Status: Identified, not fixed
-  **High Priority**
  - **Duplicate Tournament Summary:** Called in both game.js and by state change
    - Location: game.js line 204
    - Fix: Add `!this.multiDeviceMode` guard
    - Status: Fix ready, not applied
-  **Documentation**
  - **State naming inconsistency:** NEW\_TOURNAMENT vs new\_tournament
  - **Missing states:** NEW\_TOURNAMENT not in original state docs
  - **Unclear ownership:** Who handles which states?

## Next Steps

- 1. **Search Phase:** Find all handlers for each state
- 2. **Document Phase:** Fill in the tables above
- 3. **Analysis Phase:** Identify conflicts and duplicates
- 4. **Decision Phase:** Choose authoritative handlers
- 5. **Implementation Phase:** Remove duplicates, add guards
- 6. **Testing Phase:** Verify single deck creation per round

## Success Criteria

- ☐ Only ONE handler for NEW\_TOURNAMENT state
- ☐ Owner creates exactly ONE deck per round
- ☐ State naming standardized project-wide
- ☐ Clear ownership documented for each state
- ☐ No duplicate tournament summary calls
- ☐ All states documented with triggers and actions