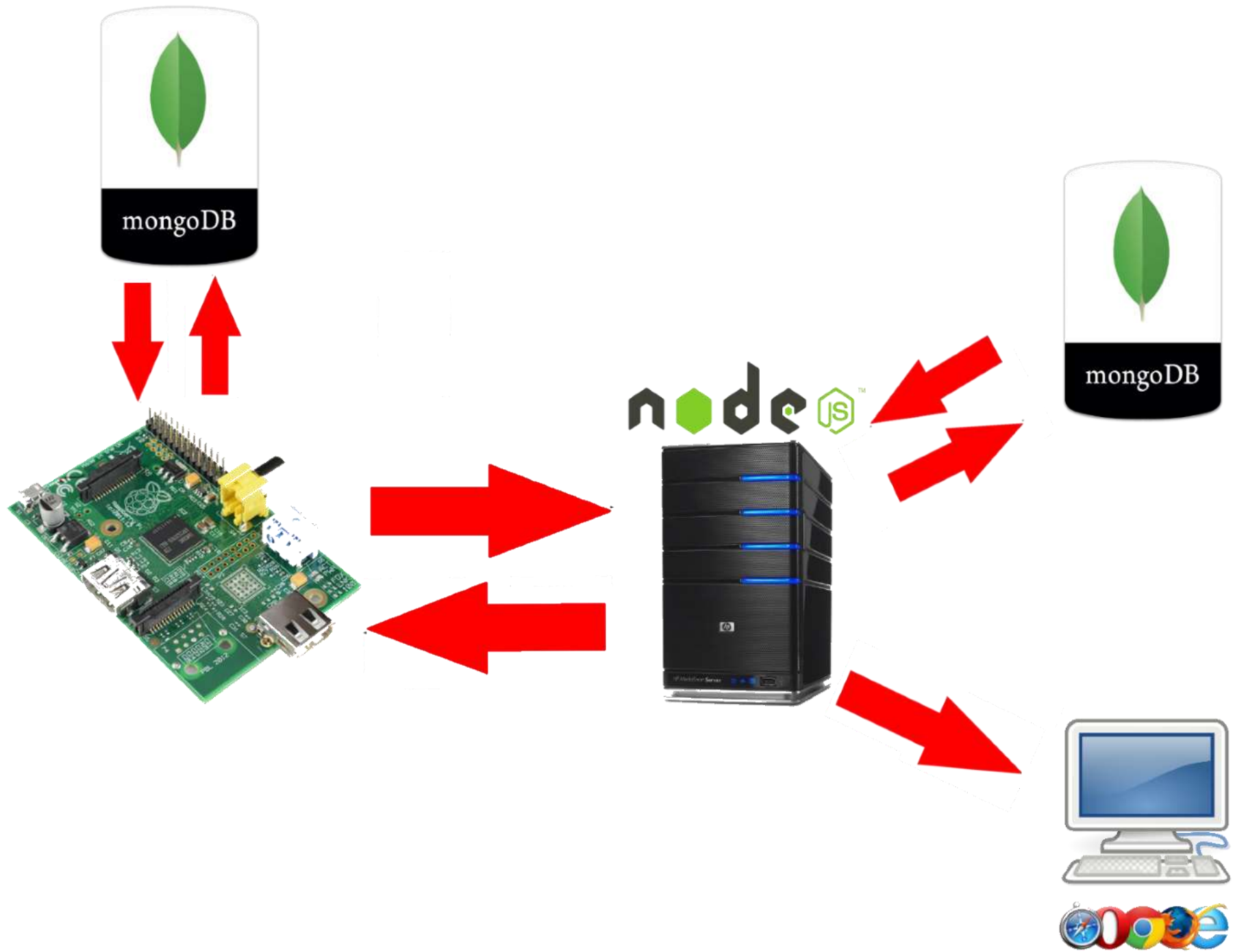
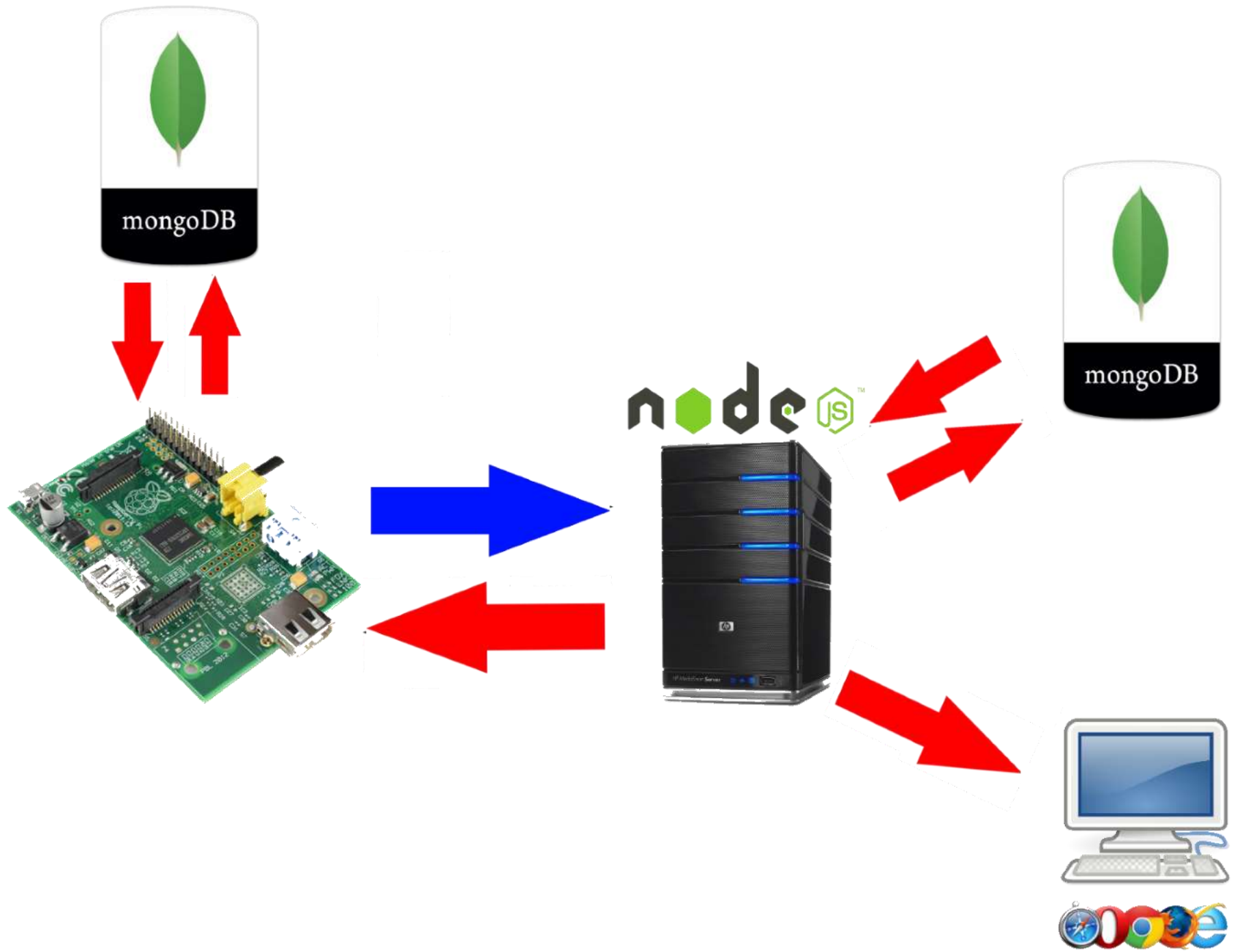
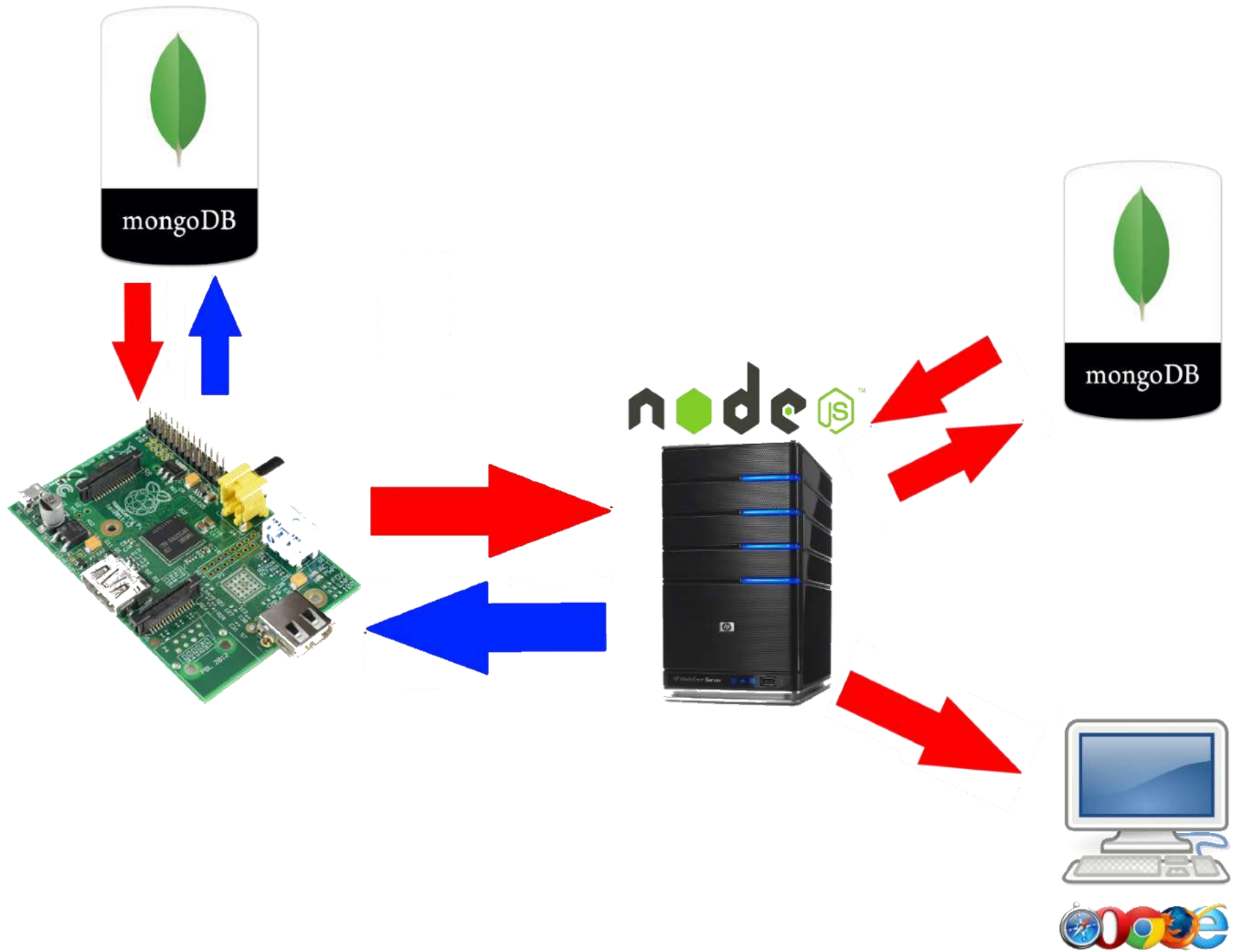


Sending Player Movement

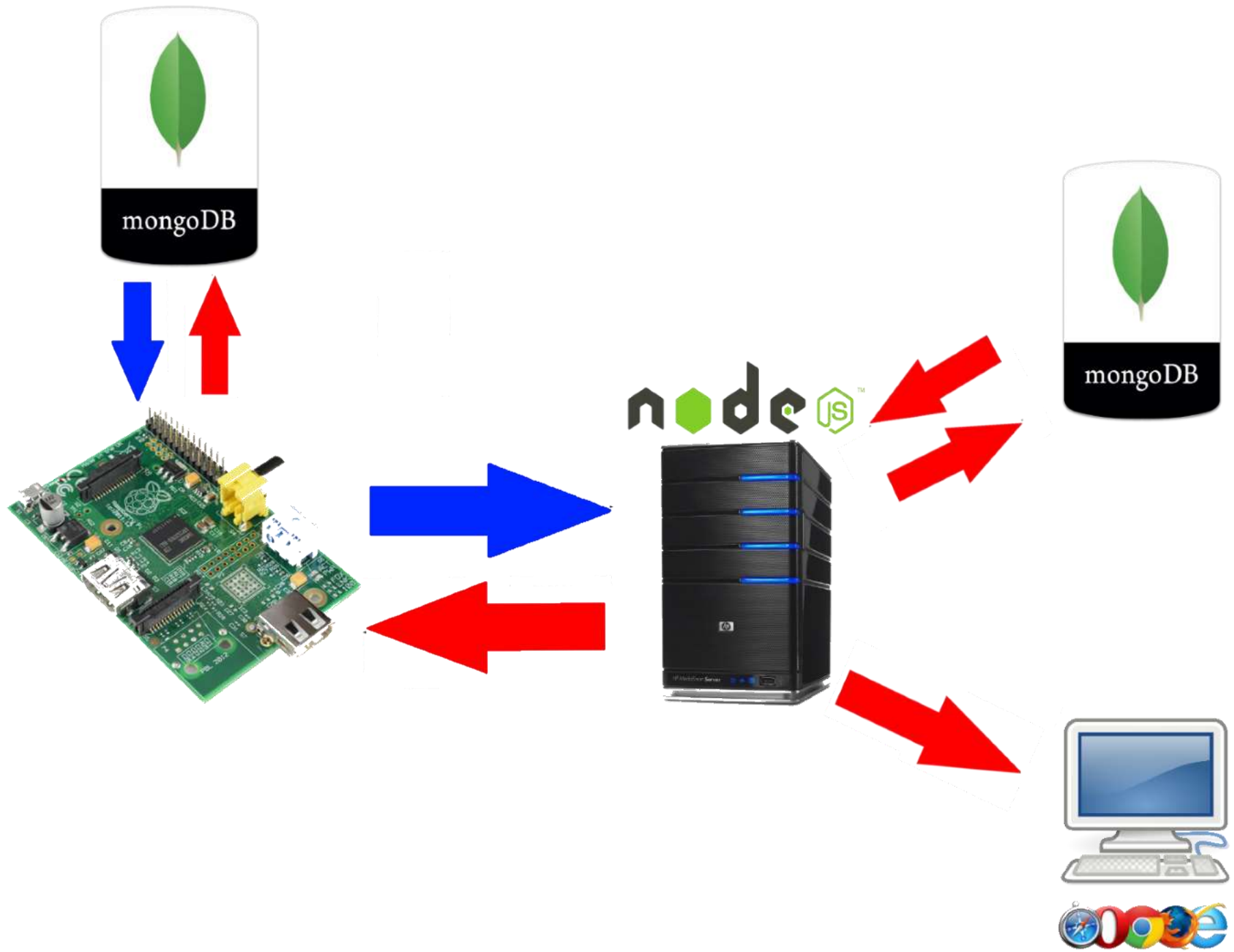




- Confirms direction sent is valid
- Confirms Player can move



- Saves data to database
- Returns confirmation it saved



- Emits socket message to everyone

