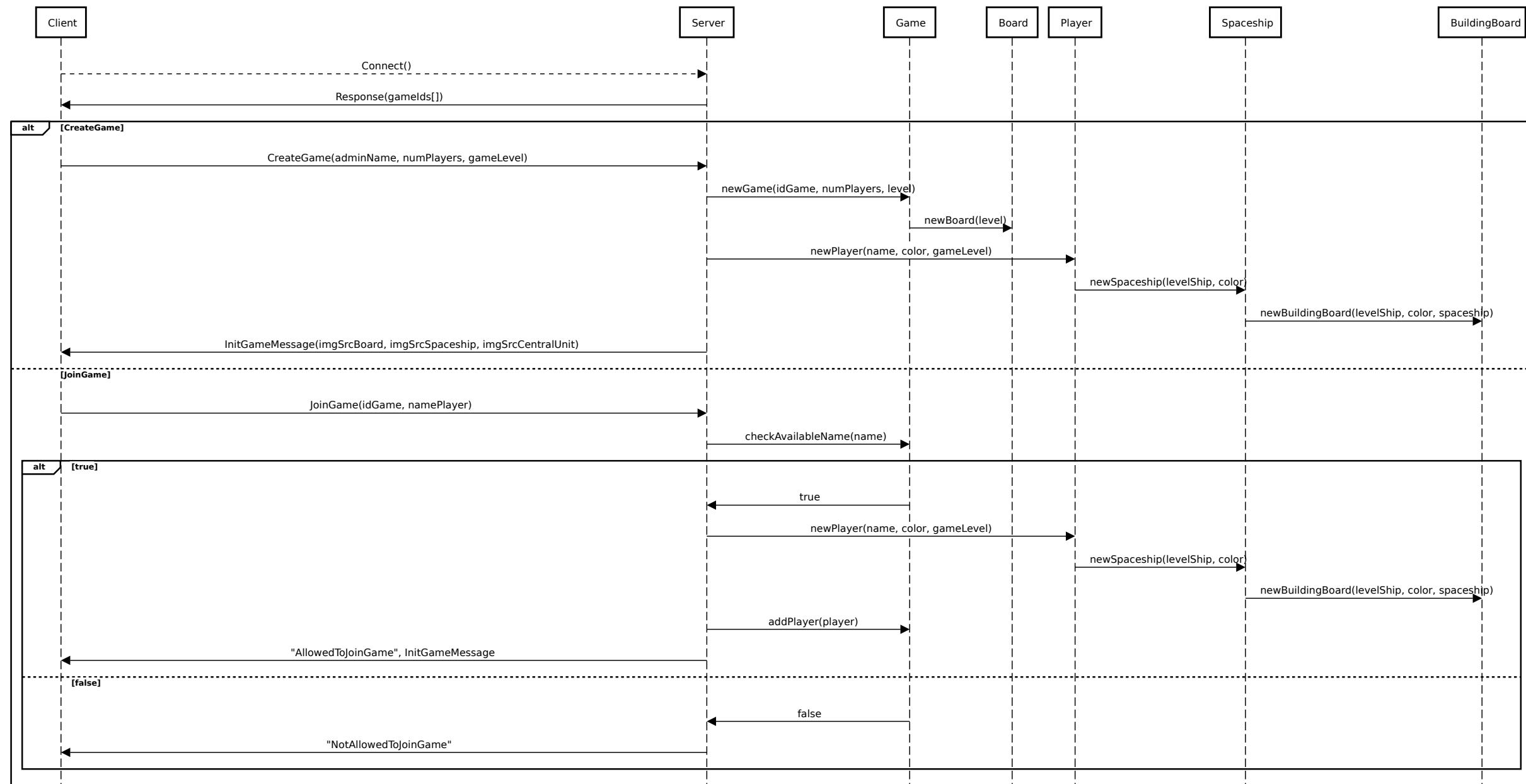


Join Game



Client connects to server. Then, server sends to player a list that contains all the available games to join. Player has two options: create his own game, or join an already created one, picked from the previous list. In the first case, he selects game level, maximum number of players and his name: so game is initialized. In the second case, he tries to join the game by using its id and giving his name. He will receive success/fail response based on name chosen. If name is available, he joins the game, otherwise he isn't allowed to do it