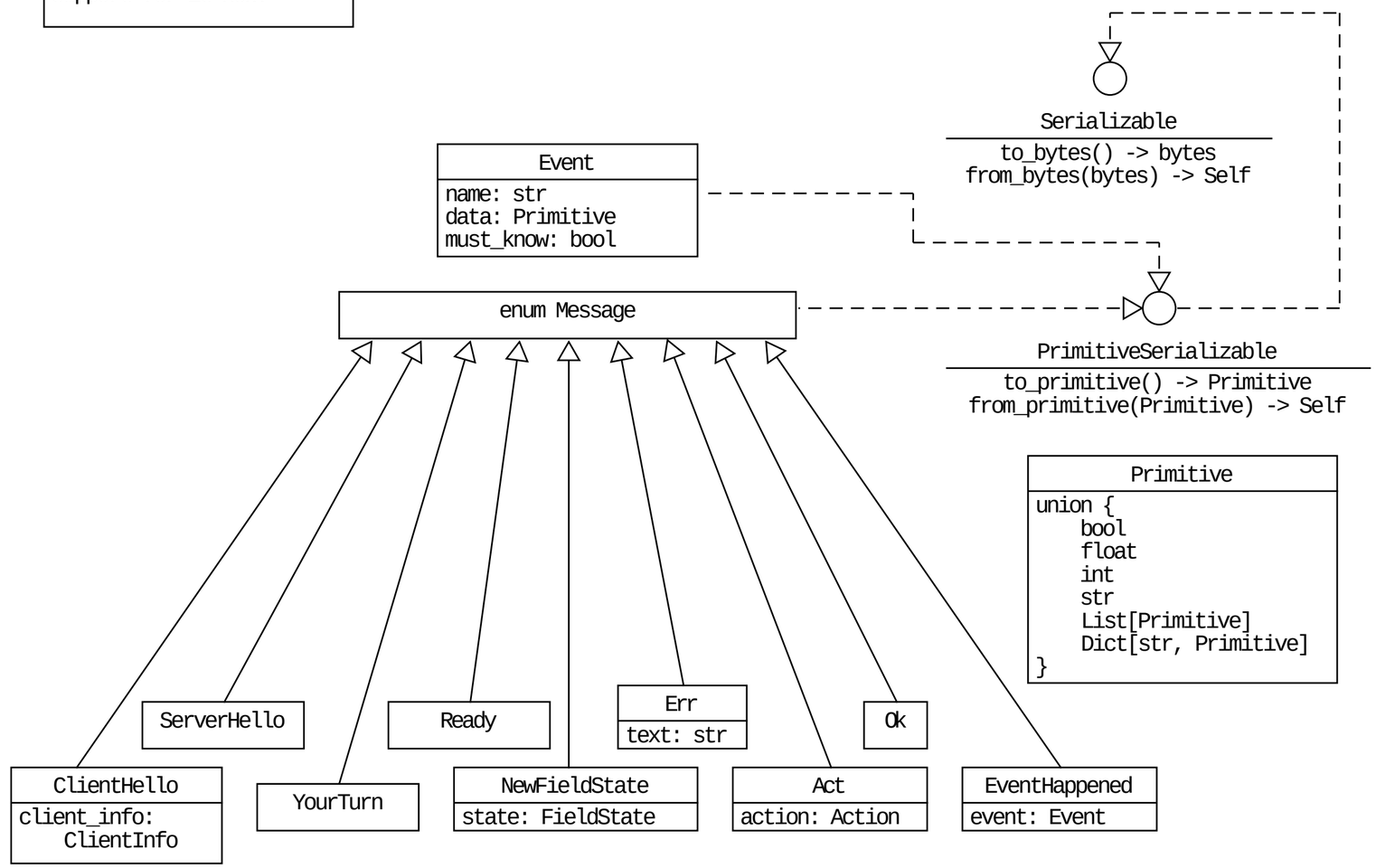
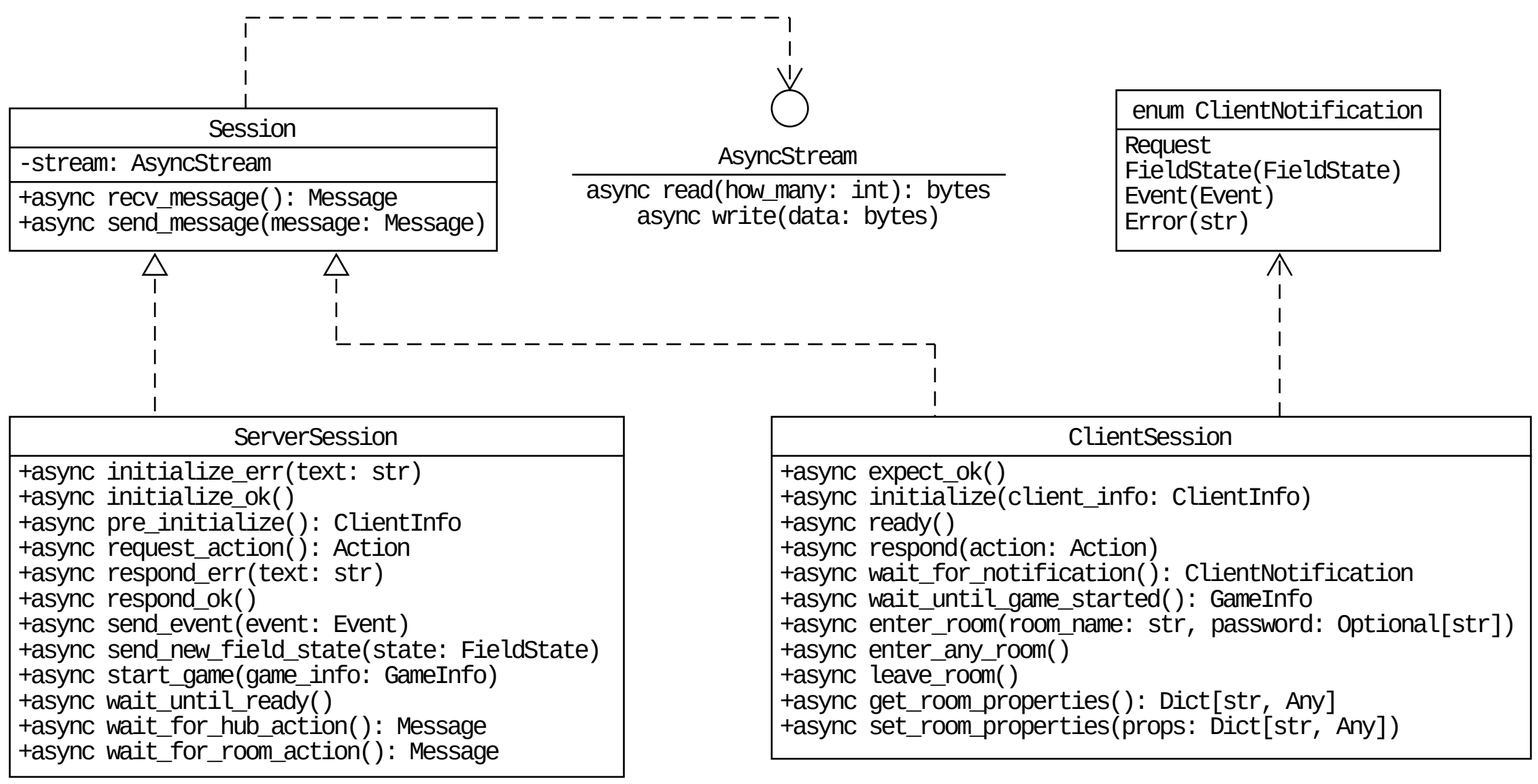
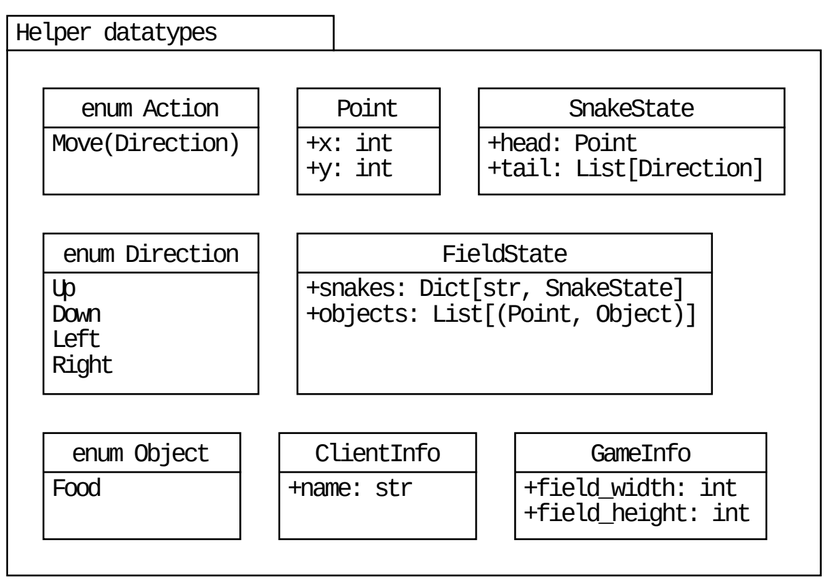
```
Client1                      Server                      Client2

   #    ---- ClientHello --->   #                          #
   #    player_name = "Bot 1"   #                          #
   #                            #                          #
   #    <--- ServerHello ----   #                          #
   #                            #                          #
   #    --- EnterAnyRoom --->   #                          #
   #    <-------- Ok --------   #                          #
   #                            #                          #
   #    ------- Ready ------>   #                          #
   #    <-------- Ok --------   #                          #
   #                            #                          #
   #            ...             #                          #
   #                            #                          #
   #    <-- EventHappened ---   #                          #
   #      GameStarted: {        #                          #
   #          width=40,         #                          #
   #          height=40,        #                          #
   #      }                     #                          #
   #                            #                          #
   #            ...             #                          #
   #                            #                          #
   #    <-- NewFieldState ---   #                          #
   #       FieldState(...)      #                          #
   #                            #                          #
   #    <----- YourTurn -----   #   <--- ClientHello ----  #
   #                            #   player_name = "Bot 1"  #
   #    --------- Act ------>   #                          #
   #      action = Move(Up)     #   -------- Err ------->  #
   #                            #   "Name already taken"   #
   #            ...             #    (connection closed)   #
   #                            #                          #
   #    <-- EventHappened ---   #                          #
   #      SnakeDied("Bot 0")    #                          #
   #                            #                          #
   #            ...             #                          #
   #                            #                          #
   #    <-- NewFieldState ---   #                          #
   #       FieldState(...)      #                          #
   #                            #                          #
   #    <----- YourTurn -----   #                          #
   #                            #                          #
   #    --------- Act ------>   #                          #
   #    action = Move(Right)    #                          #
   #                            #                          #
   #            ...             #                          #
   #                            #                          #
   #    <-- EventHappened ---   #                          #
   #        GameFinished        #                          #
   #     (connection closed)    #                          #
```

Note:
Game Rooms API not yet included here, because there is no project-wide support for it now.