

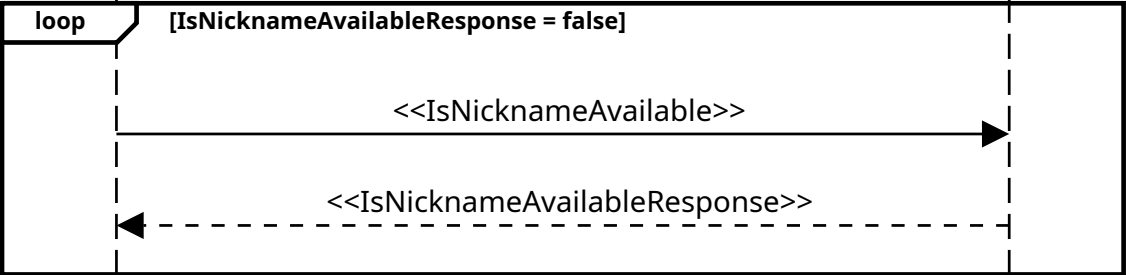
Communication Between Client & Server - Game Flow



[everyone other than who started the game will be kicked out for trying to connect to the server]

<<SetNumOfPlayers>>

[from now on, players won't be kicked out since a lobby is created]

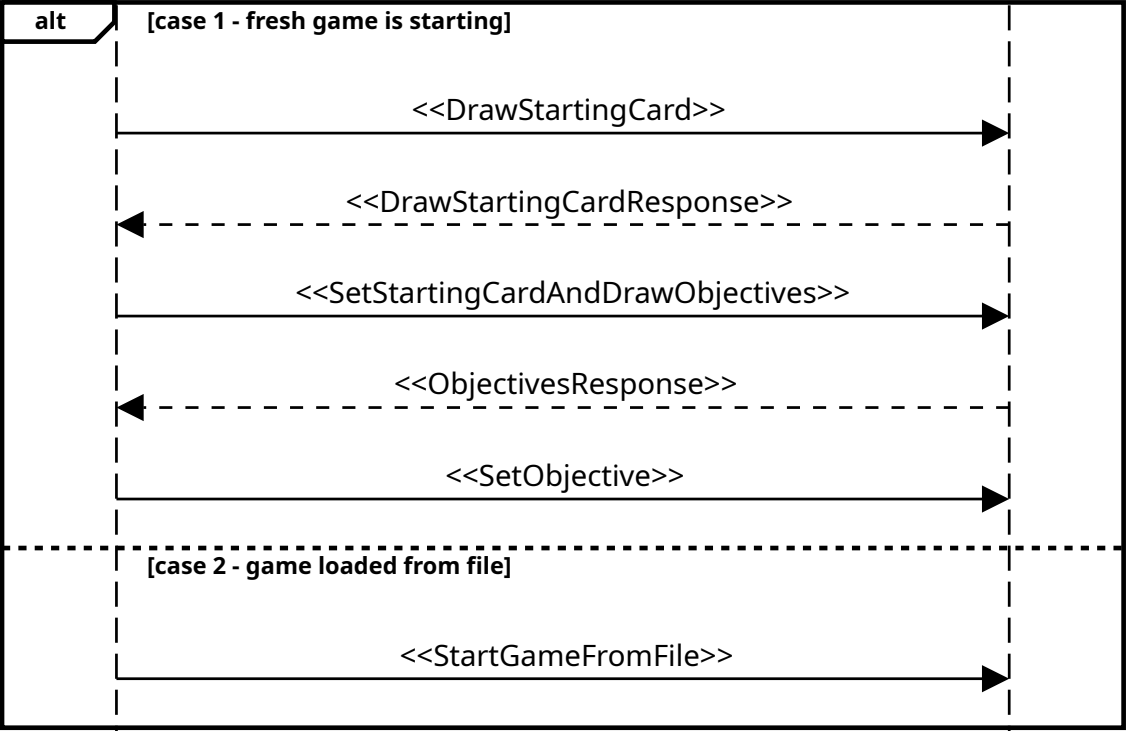


<<AddPlayer [Id,Nickname]>>

[lobby fills up]

<<StartGame>>

[StartGame contains info on whether the game is fresh or is being loaded form a previous save file]



<<InitView>>

