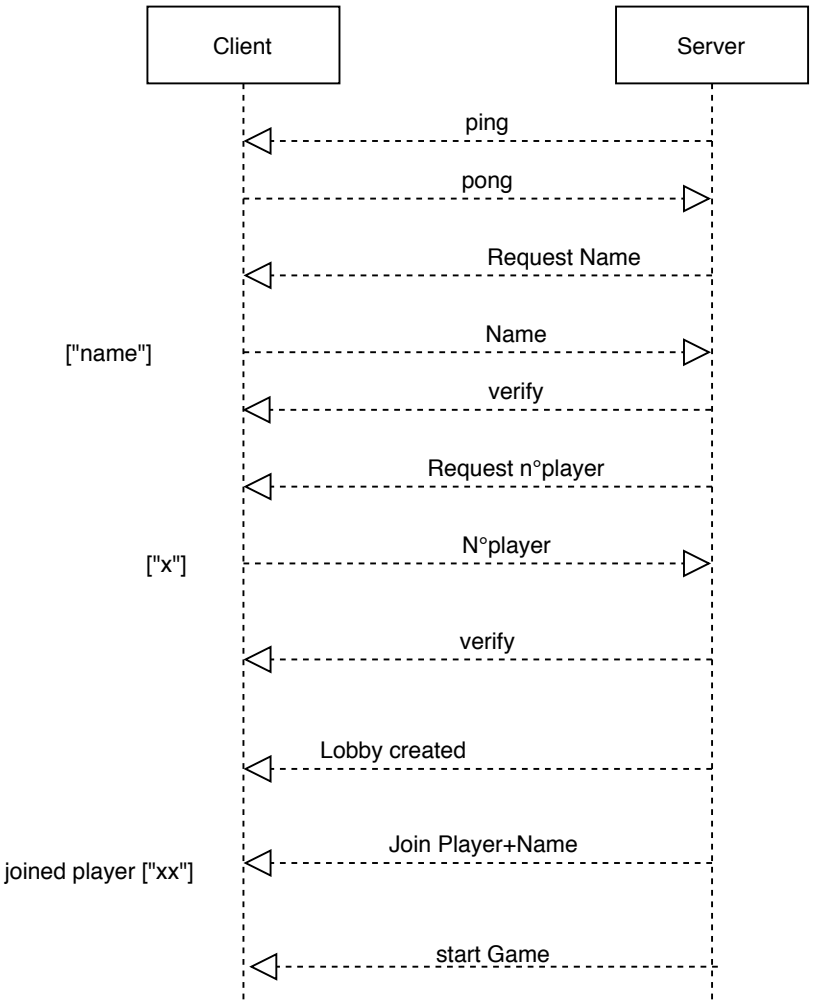
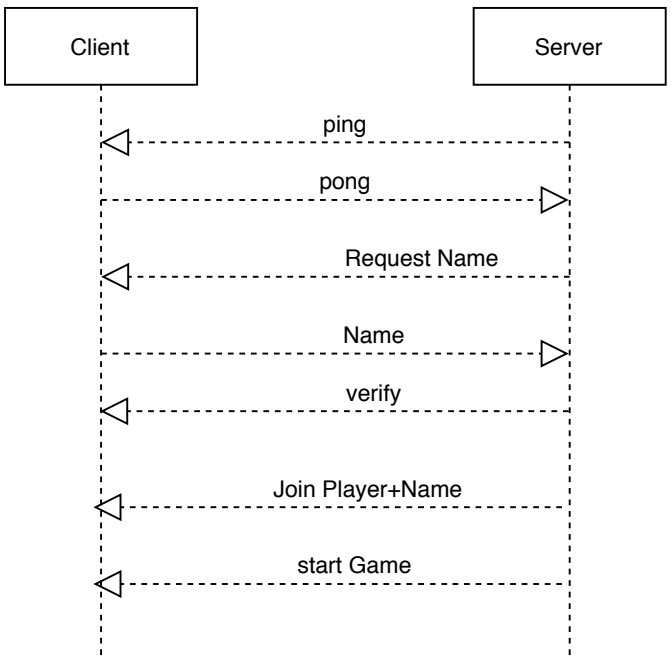
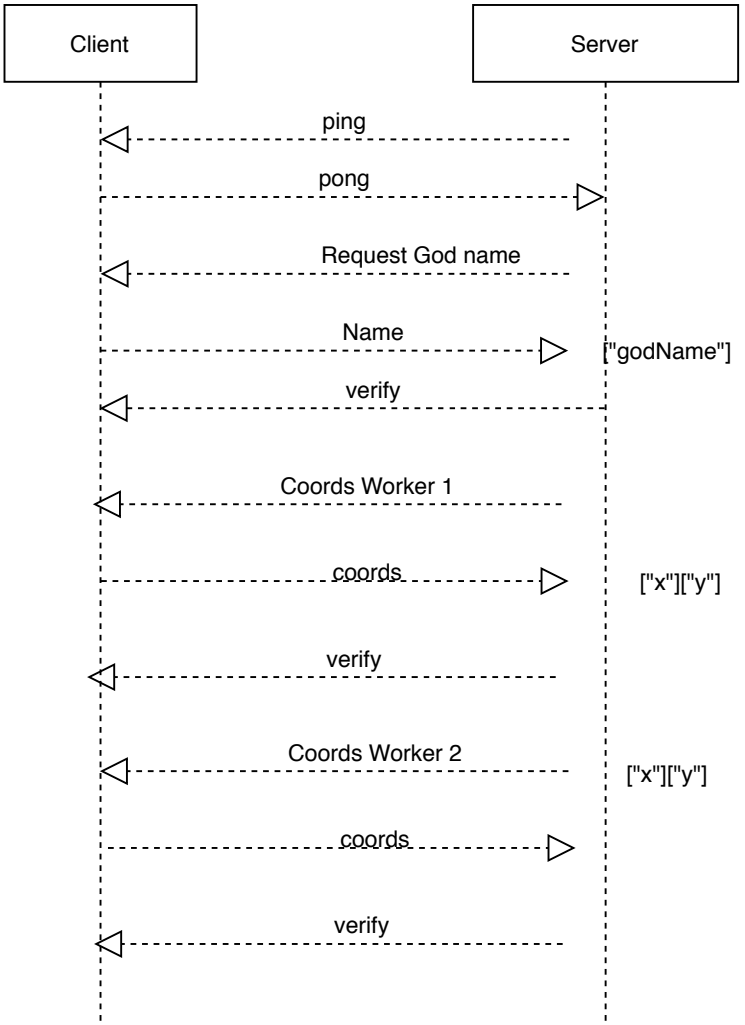
First Player Create Game + join lobby

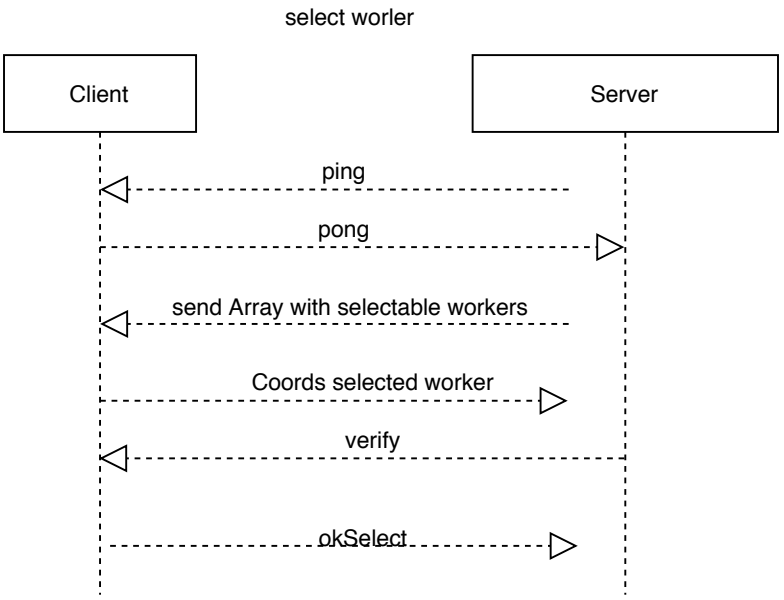


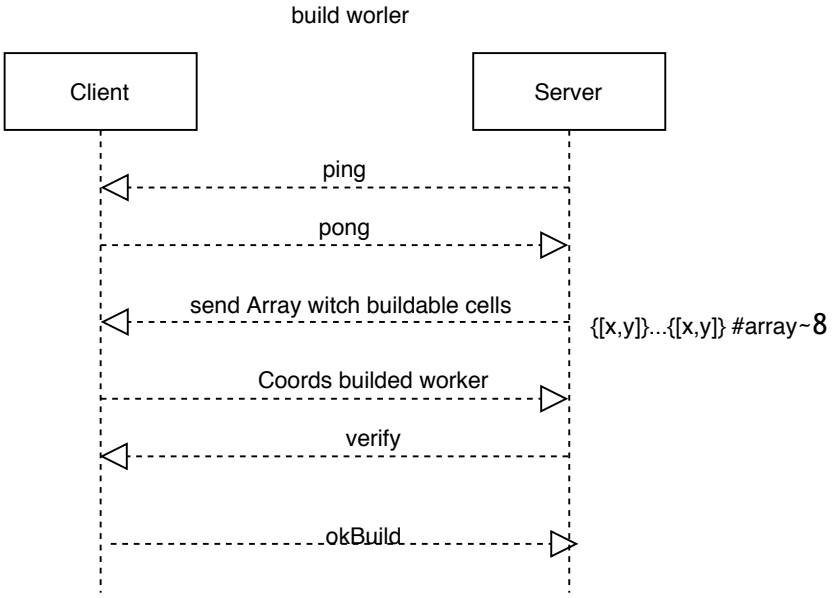
Player join



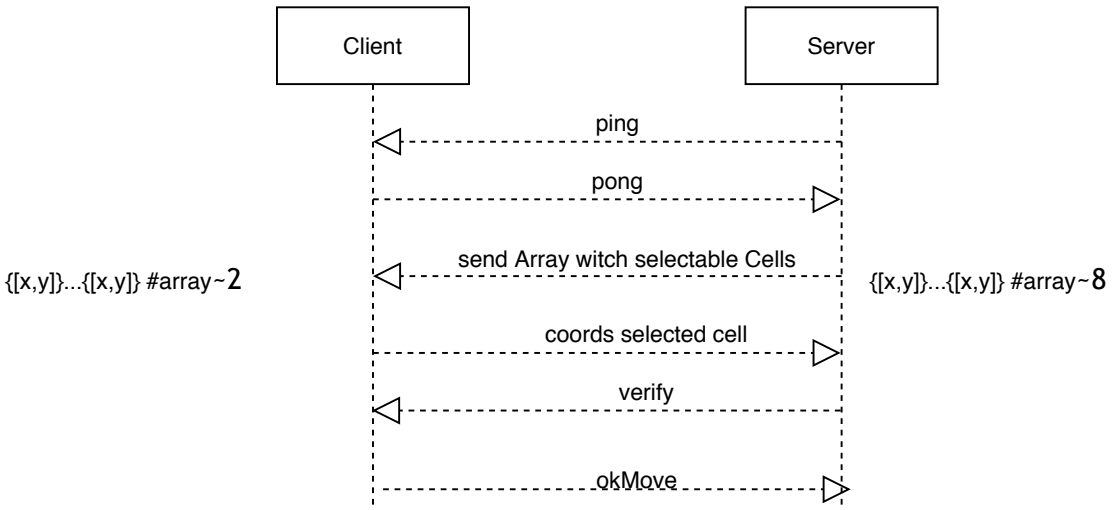
First Turn Player each player choose god cards + place worker



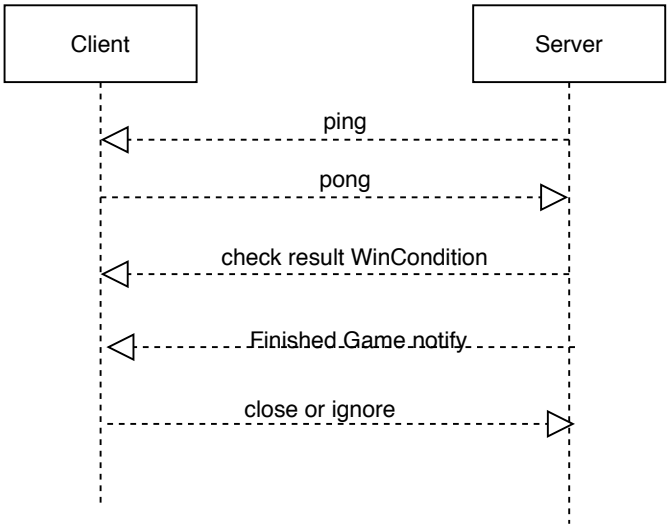
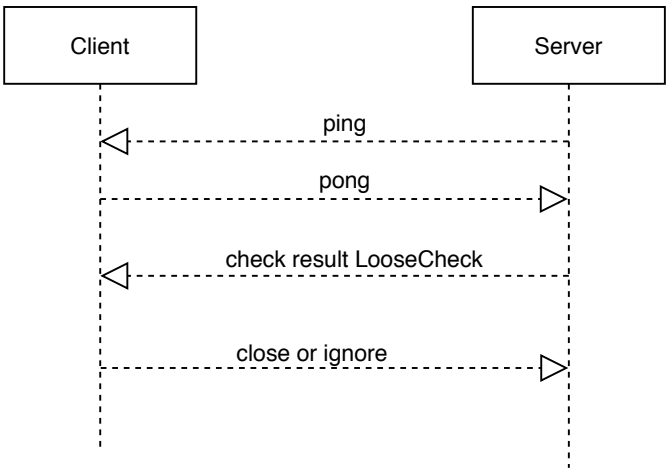

select worler
Client
Server
ping
pong
send Array with selectable workers
Coords selected worker
verify
okSelect


build worler
Client
Server
ping
pong
send Array witch buildable cells
{[x,y]}...{[x,y]} #array~8
Coords builded worker
verify
okBuild

move worker



Win check



Loose check