

Operation :	LoginService.newAccount
Scope :	Server
Message :	Server :: createNewAccount
New :	Account
Pre :	No user information found in the server database
Post :	New user has created and the server will keep track on the statistics of this new user.
Use Case :	New Game

Operation :	LoginService.oldAccount
Scope :	Server
Message :	Server :: loadOldAccount
New :	
Pre :	User information found in server database
Post :	The Server send the user statistics to the Client
Use Case :	New Game

Operation :	LobbyService.ReturnOnlineplayerwithstats
Scope :	Server
Message :	Server :: userStats
New :	
Pre :	Users must be in the lobby.
Post :	Server sent the user stats to the client
Use Case :	New Game

Operation :	lobbyService.returnExistingRooms
Scope :	Server
Message :	Server :: ExistingRoom
New :	
Pre :	There is at least one room existing in sever
Post :	Server sent the exisitng room information to the client
Use Case :	New Game