# CONNECTION PROTOCOL – AM23

CREATION OF A LOBBY AND STARTING THE GAME WITH A FULL LOBBY. As the connection is started, new lobbies are found. In this context, no lobbies are available. So the server asks to the client to create a new lobby and to set the wished number of players for the game. Then, the client picks a nickname and the lobby is now visible to other clients. As the lobby is full the game gets started.
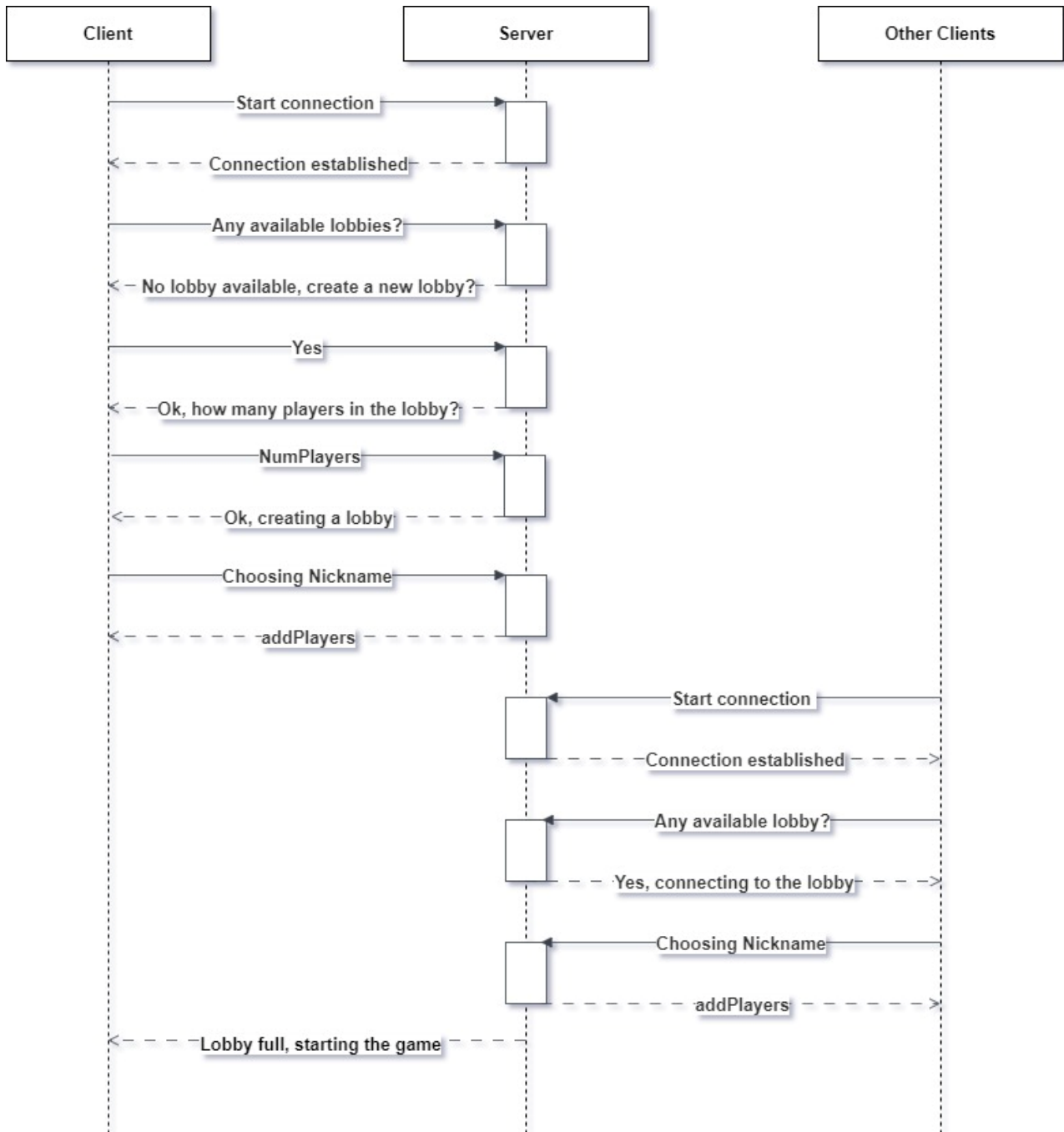
JOINING AN ALREADY CREATED LOBBY FOUND ON THE SERVER. As the connection is started, new lobbies are found. In this context, there's one lobby available on the server. So the clients picks a nickname to join the lobby. As the lobby is full, the game gets started.
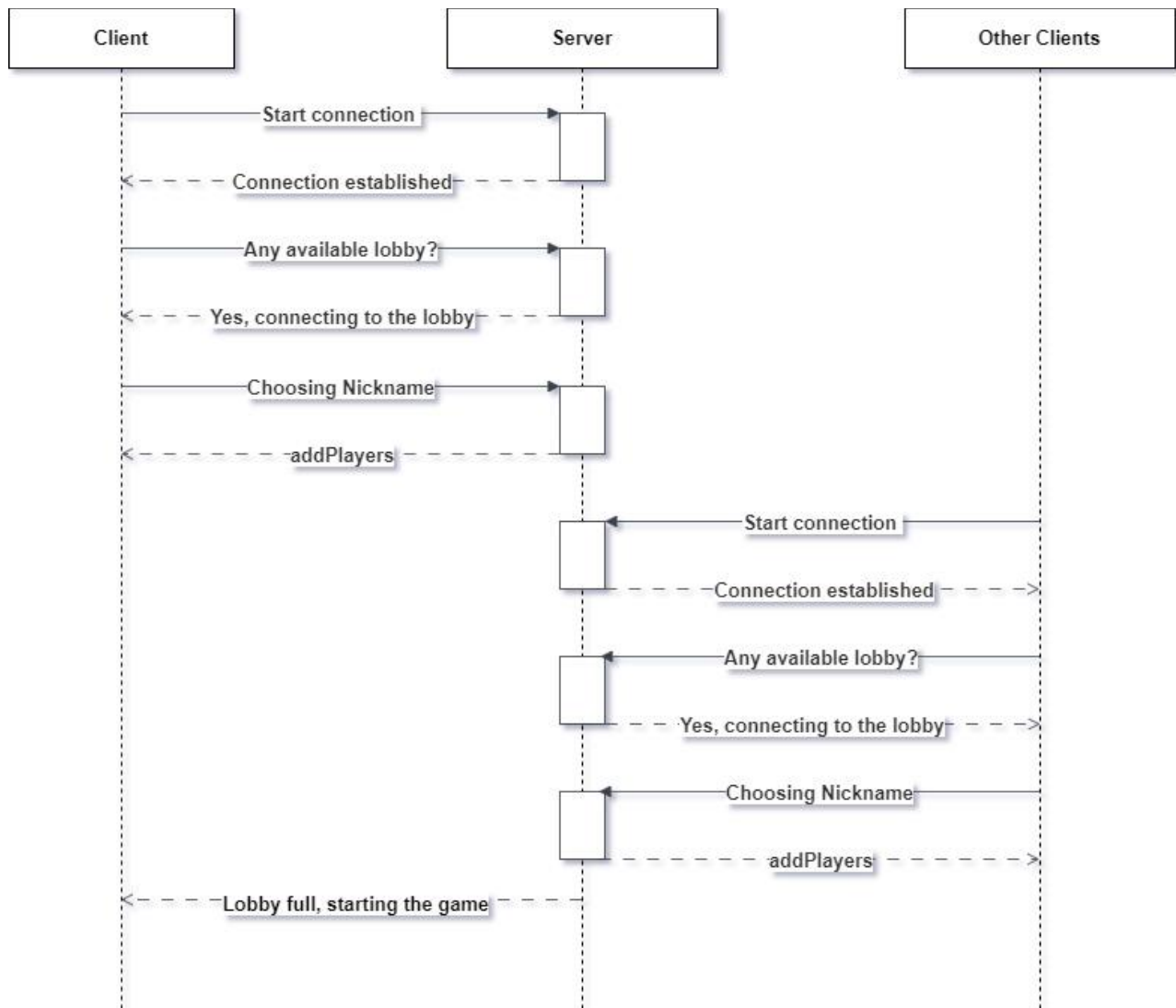
PULLING EXCEPTION FOR TRYING TO USE AN ALREADY PICKED NICKNAME. It's necessary to pick a nickname in order to log into a lobby. Whenever a client chooses an already used nickname, an exception is pulled and the clients needs to pick another one nickname to join the lobby.
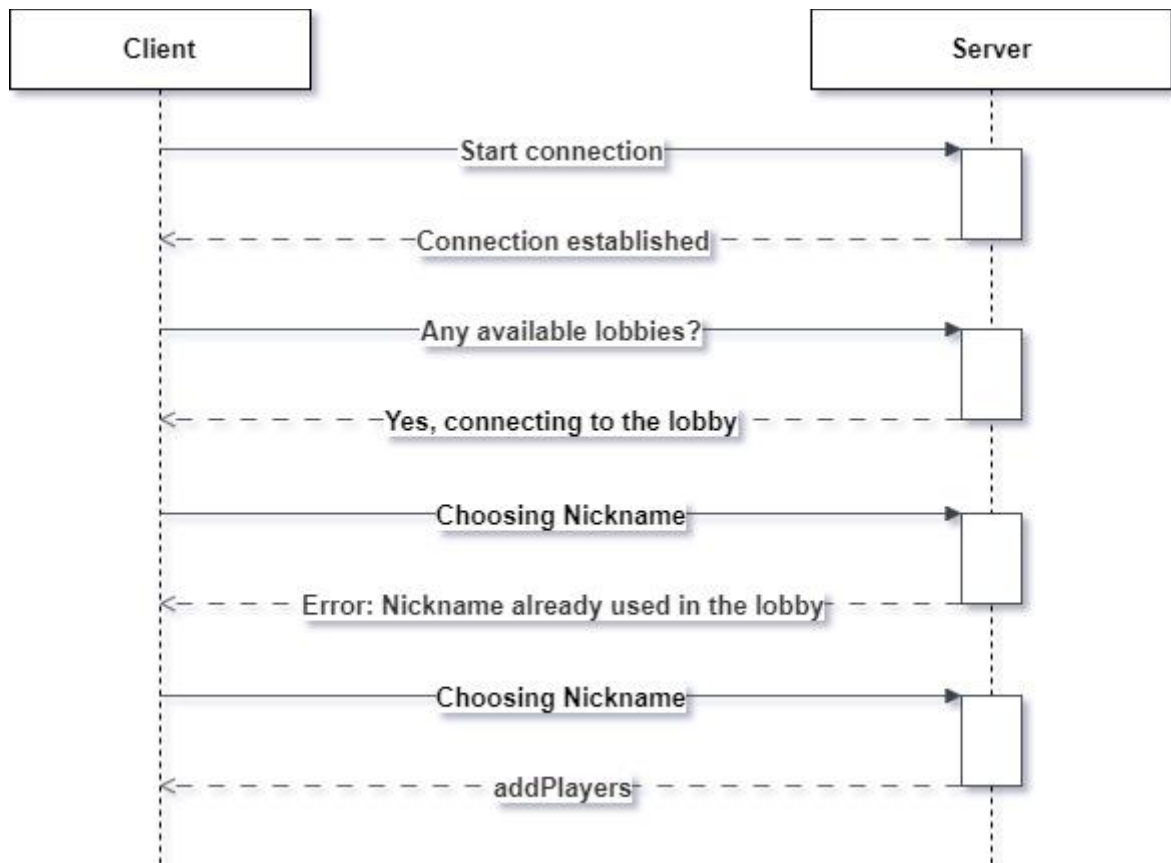
PULLING EXCEPTION FOR TRYING TO LOG INTO A FULL LOBBY. If a client tries to log into a full lobby, an exception is pulled and the client can't join the lobby.
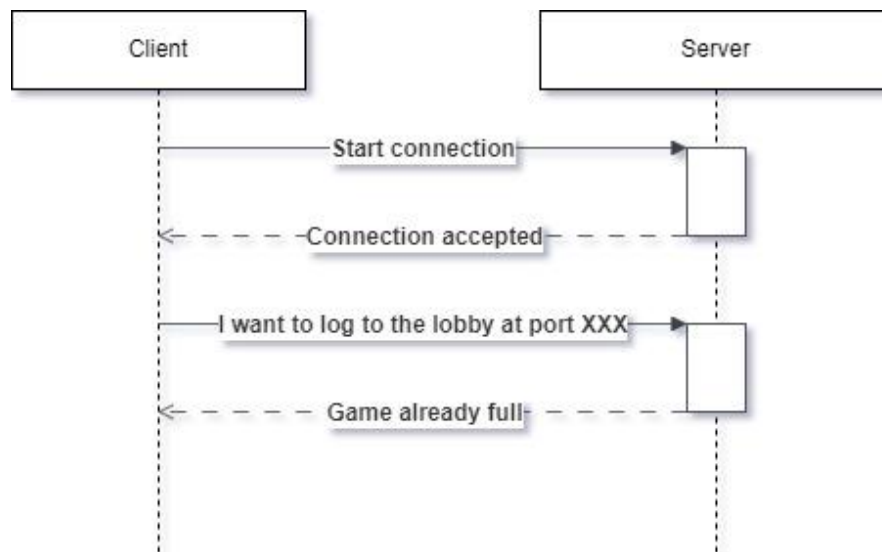
A GENERIC TURN, WITHOUT EXCEPTIONS. In each player's turn, the Living Room board gets checked so that it can be refilled if that'd be necessary. Once the board is ready, the player pick the tiles and their action's legality gets checked. Then, they can insert the selected tile in their bookshelf. If the tiles are correctly inserted, the system checks if any Common Goal is completed by the player. The turn is ended and passed to the next player.
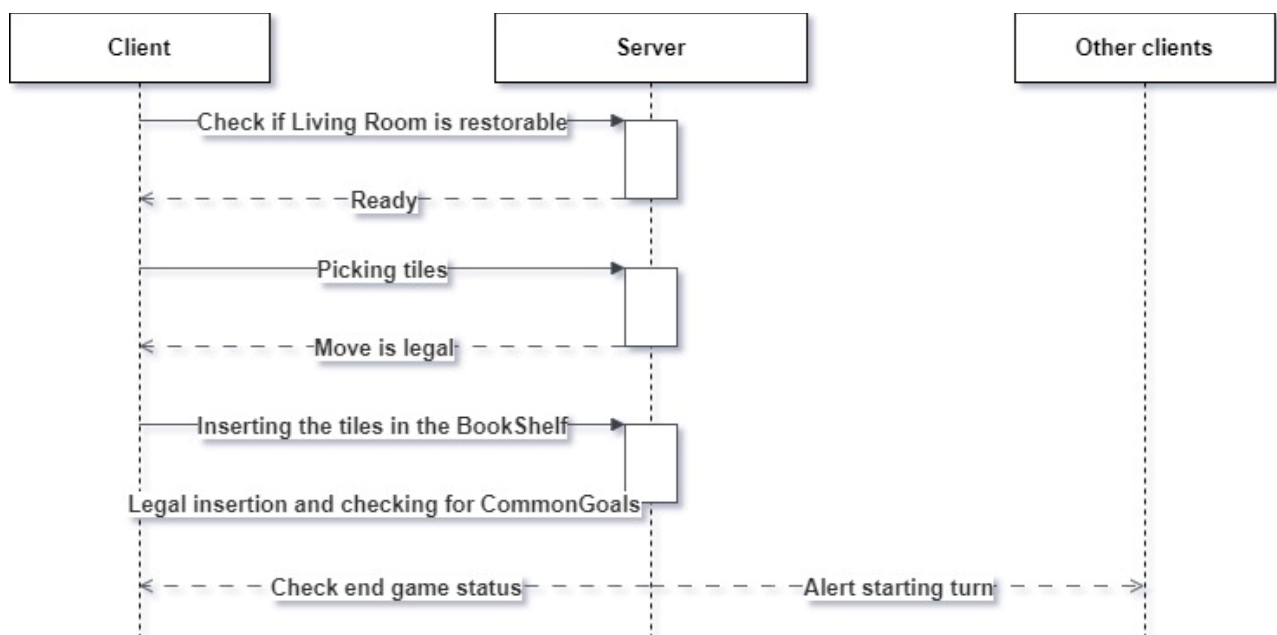
A GENERIC TURN, PULLING ALL KINDS OF POSSIBLE EXCEPTION. In this context, the diagram sequence illustrates how the messages are sent into the architecture if some exceptions are pulled during a player's turn. If a move or an insertion is illegal, the player is asked to repeat correctly their action.
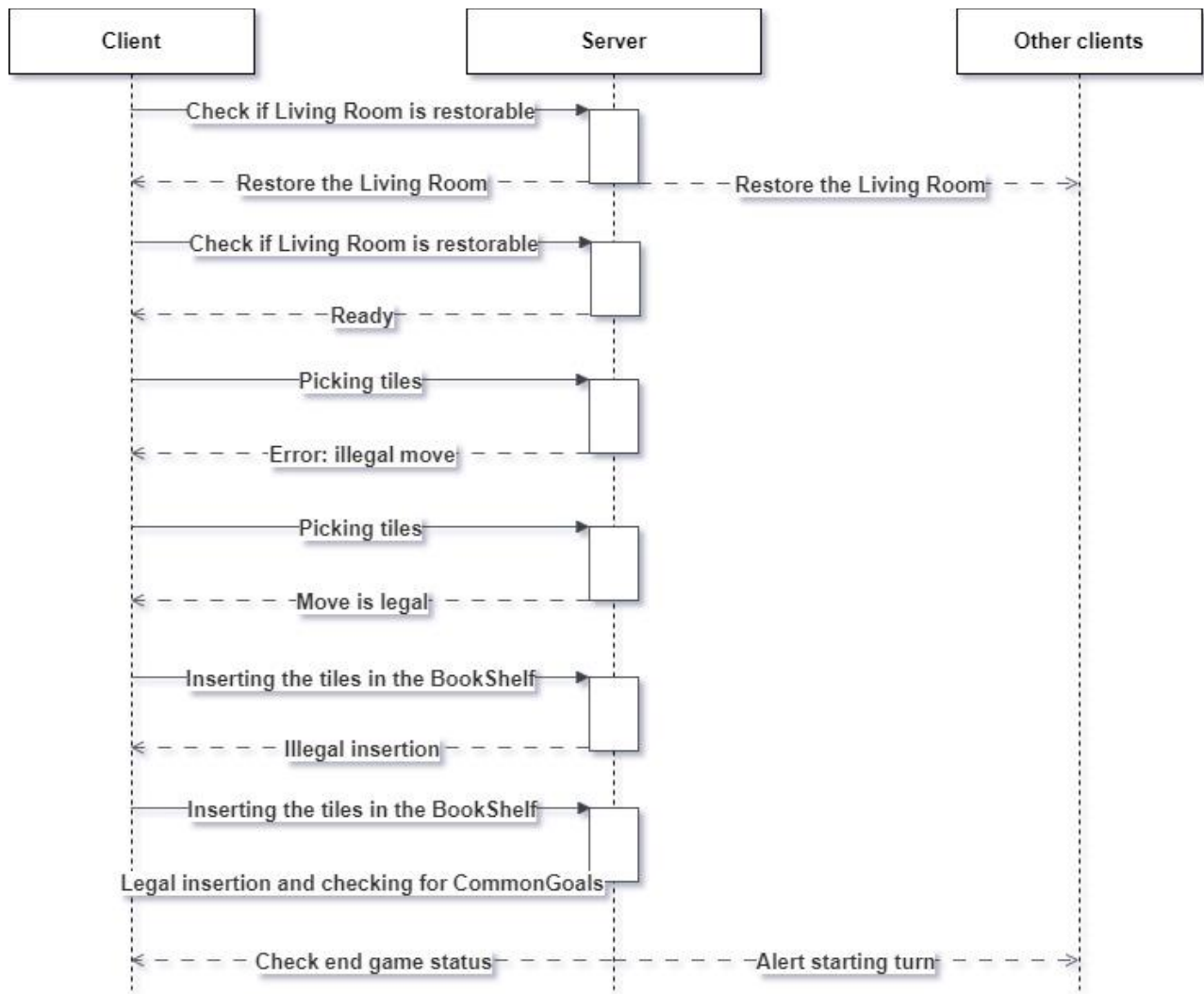
ENDING A GAME. As one player's bookshelf gets completely filled, the server communicates with other clients warning that their current turn is the last one. As the last player finishes their turn, the game is ended after all scores have been calculated and the winner player is shown.