Network Messages

Hints
There will be a text area, different for each team, where the spymaster gives the operative one-word hints for their words. Teams will not be able to see each other's text fields, only their own. Next to this text area will be a number text field, where the spymaster can also tell the operative the number of words that relate to the hint. This, much like in the original game, will be placed at the bottom center of the screen, and a button to the right of the text fields will be pressed when the hint is ready to be sent across the network

Chatting
Make a general chatting area, much like in the chess example, where all players may talk to each other, even across teams. Trash talk may be deleted if certain words are flagged, or just leave the chat entirely free to say anything

System messages
There will be another text area where the game will send a message to everyone, telling whose turn it is, what hint was given, and what words the operative guessed, just like the game log in the original game

Examples
Hint Example
hintword, hintnumber
Ex1: GAME, 4
Ex2: GREEN, 2

Chat Example
chatter: chatmessage
Ex1: ROp: yoyo
Ex2: BSp: w game

System Example
role, action
Ex1: RSp, given the hint READ 1
Ex2: BOp, ended their turn