

Client

Server

Ping()

Ack()

NicknameRequest()

NicknameInput(nickname)

Opt

{Full game}

LoginFailure()

else

LoginSuccess()

Opt

{First client}

PlayersNumberRequest()

PlayersNumberInput(playersNumber)

First the player inputs their
chosen nickname. Then, the
server checks whether there's a
spot available or whether the
player has disconnected.

