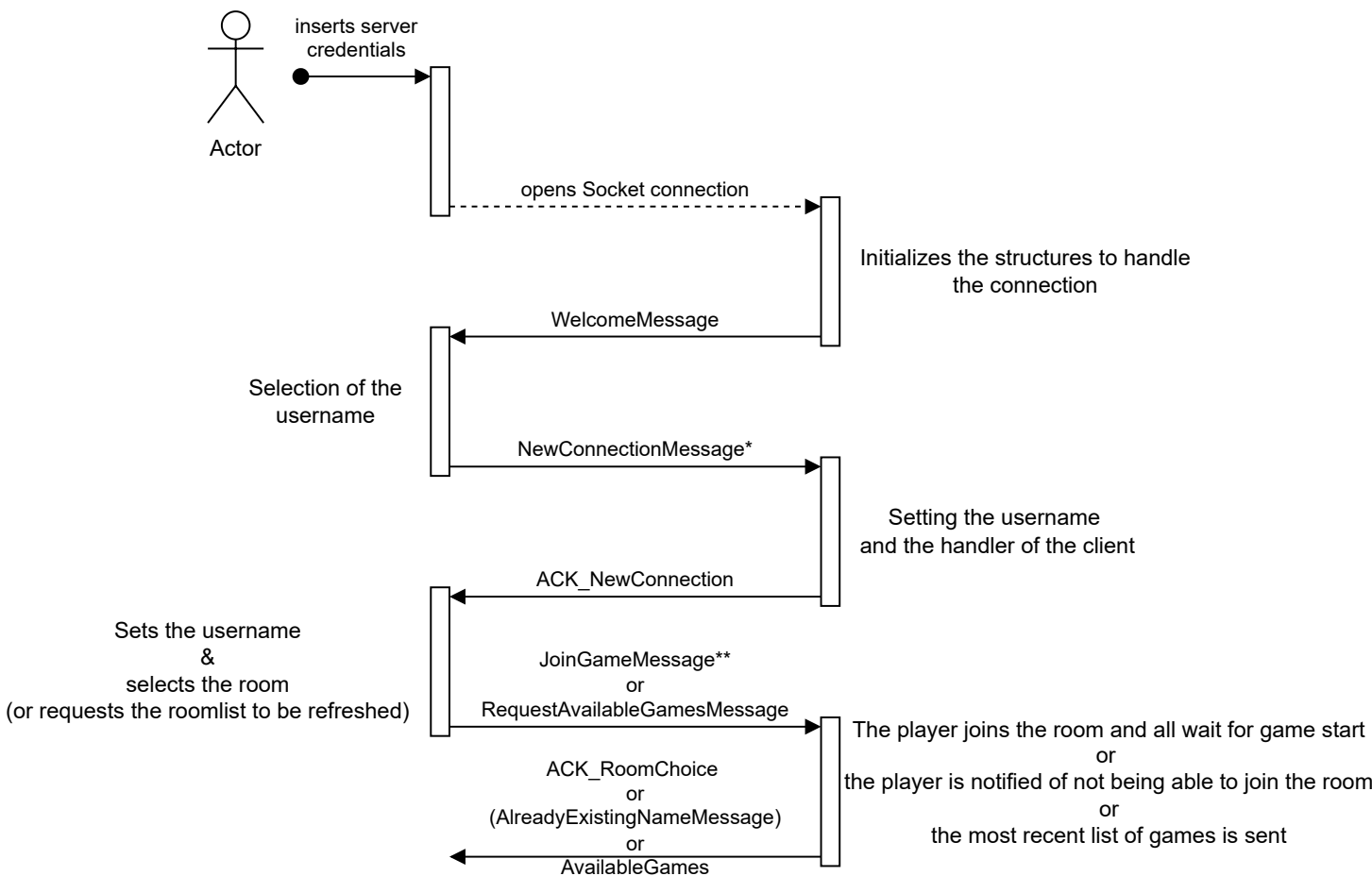


SOCKET CONNECTION PROTOCOL

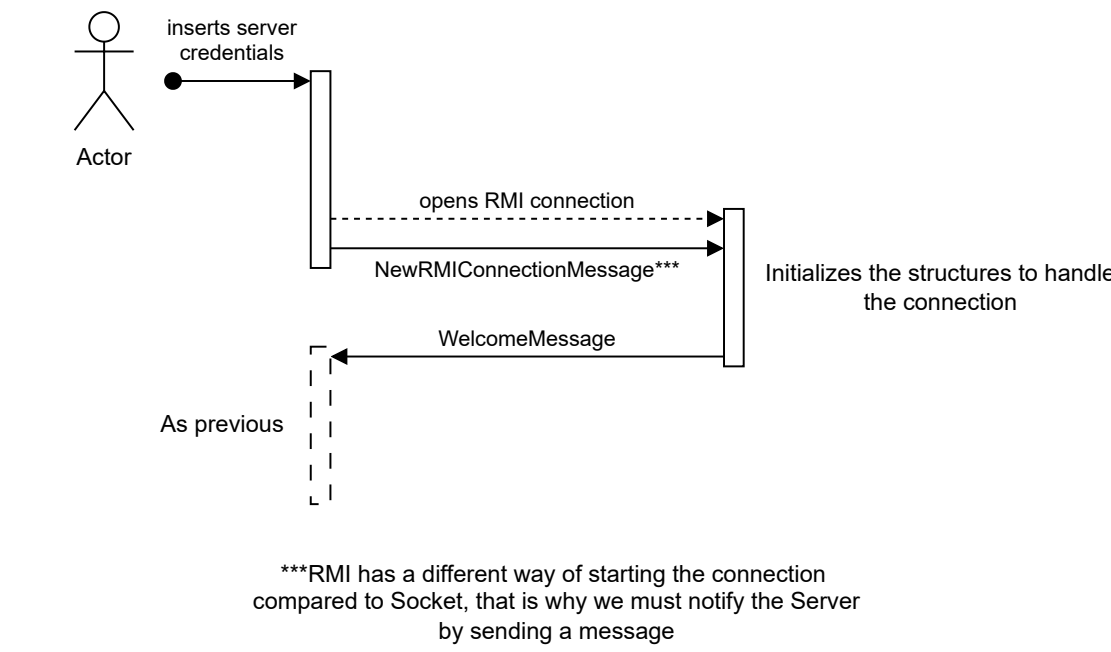


When game starts the control passes to the specific GameState and the net structure associated

\*This message is filtered when received by the server and there gets appended the reference to the handler

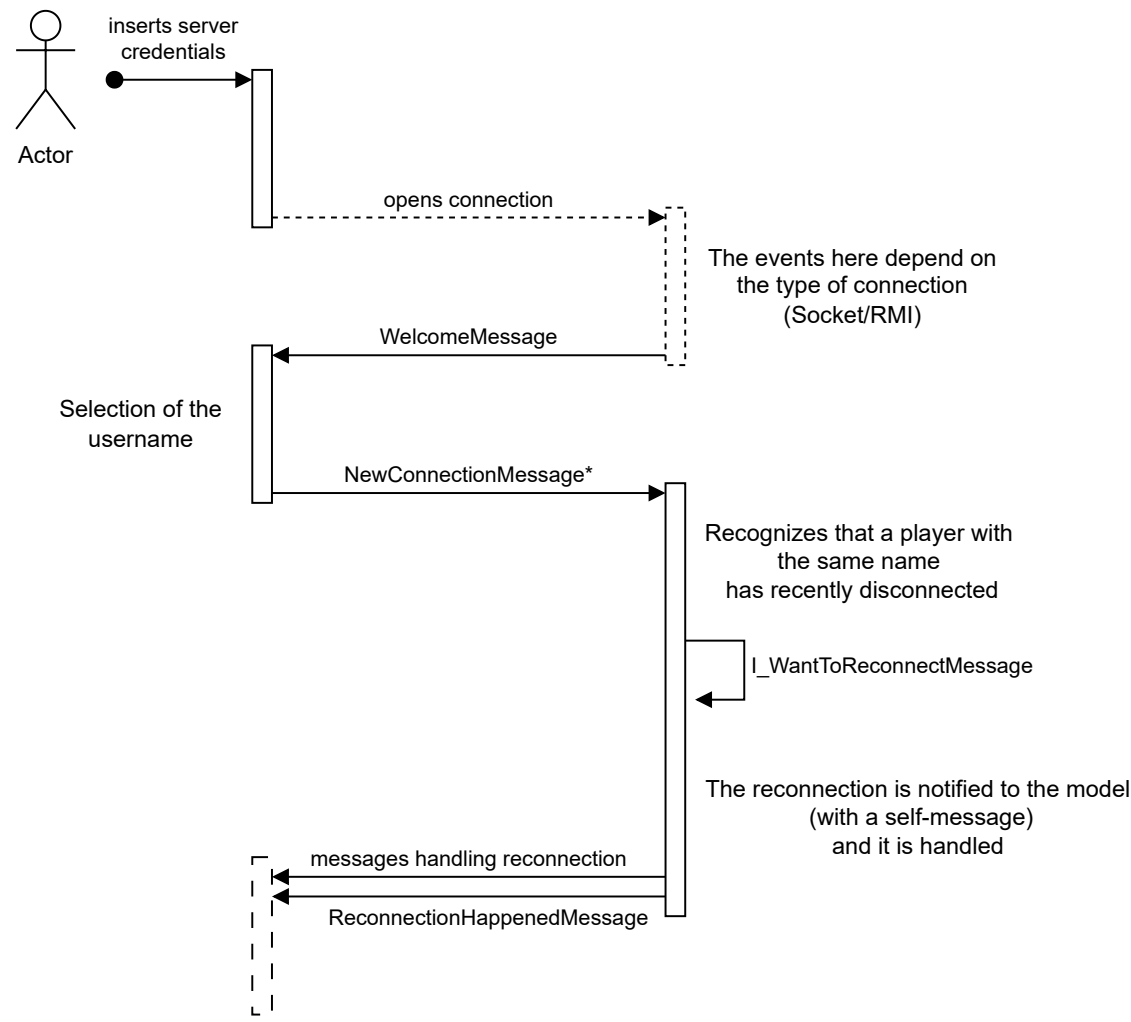
\*\*Allows also the creation of a new game under specific conditions

RMI CONNECTION PROTOCOL



RECONNECTIONS

In the event of a disconnection, the mishap is recorded and entirely handled on the server. Here follows the reconnection protocol



QUITTING A GAME

Players may decide in any moment to leave the game by using the quit message

