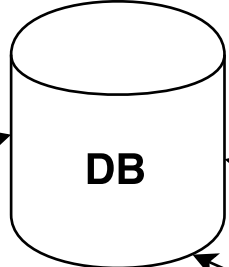
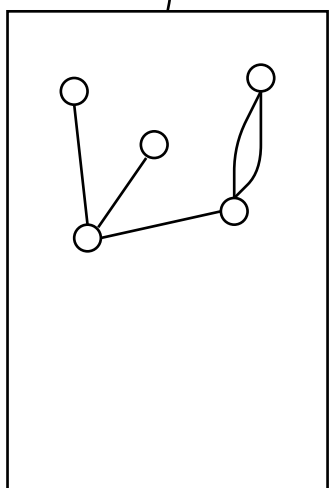
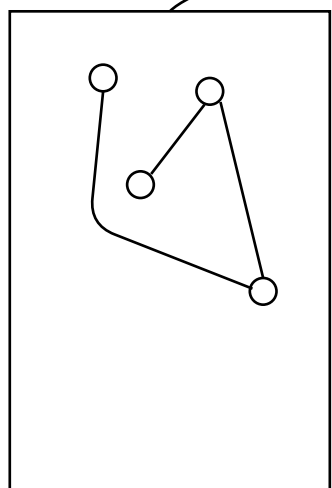
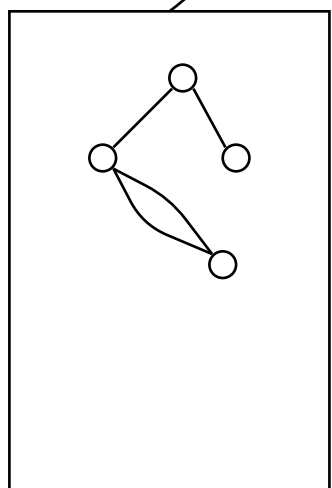


#STATE PATTERN
#GAME LOOP PATTERN



ROOM THREADS



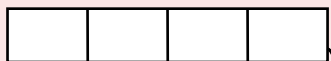
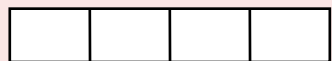
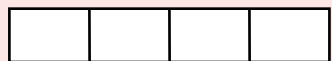
PUB

PUB

PUB



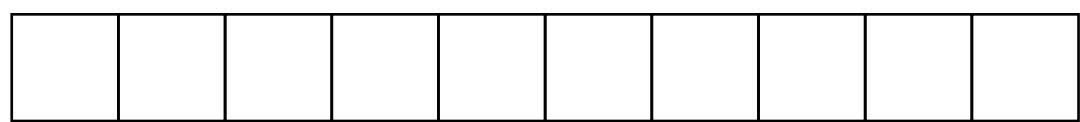
PUB-SUB QUEUES



DIRECT RECEIVE QUEUES

<< CREATES >>

GAME CREATOR / MANAGER



queue

PROCESS

S
U
B
S
C
R
I
B
E
R
S

2, 3, 4 [Producers]

1.

E

#COMMAND PATTERN

Game Creator
1.

ROOM X
2.

ROOM Y
3.

ROOM X
4.

C

#MVC

C

ROOM X

C

ROOM Y

C

ROOM X

SUB

SUB