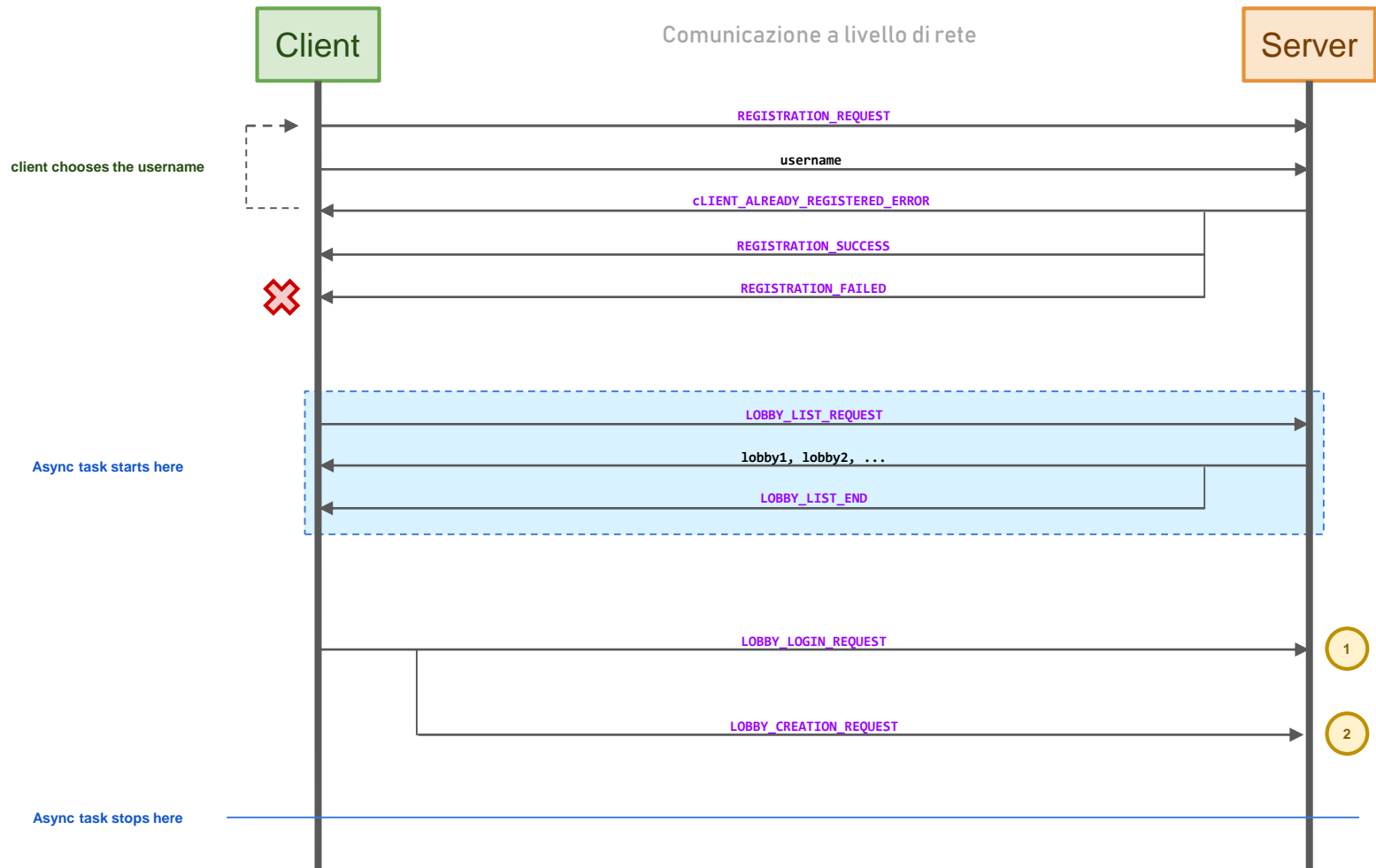


Comunicazione a livello di rete



1

The client wants to join an existing lobby

Client

Comunicazione a livello di rete

Server

client chooses the lobby name

LobbyName

client chooses the lobby password

password

3

LOGIN_SUCCESS



LOGIN_FAILED



2

The client wants to create a new lobby

Client

Comunicazione a livello di rete

Server

client chooses the lobby name

client chooses the lobby password

LobbyName

password

LOBBY_ALREADY_EXISTS_ERROR

LOBBY_CREATION_SUCCESS

LOBBY_CREATION_ERROR

3



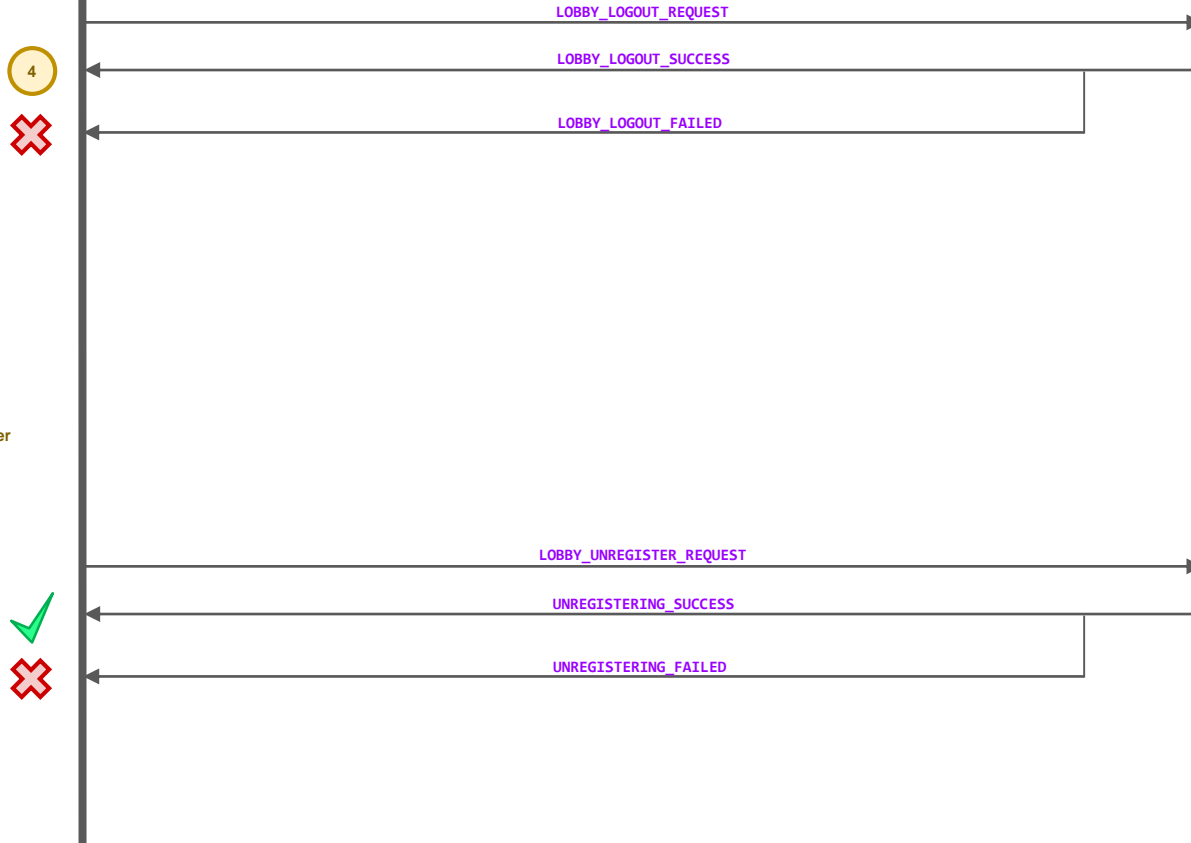
3

The client wants to log out from a lobby

Client

Comunicazione a livello di rete

Server



Logica di comunicazione

Client

Logica di comunicazione

Server

TURN_BEGIN_MESSAGE

1

spawn_procedure

2

execution_procedure

powerup_use_procedure: POWER_UP_OPTION_PROMPT

powerUp

client chooses the target

INITIATE_TARGET_ACQUISITION

as long as there are targets to request

cell | player

client chooses the the target

TARGET_ACCEPTED

CONSTRAINT_VIOLATION_ERROR

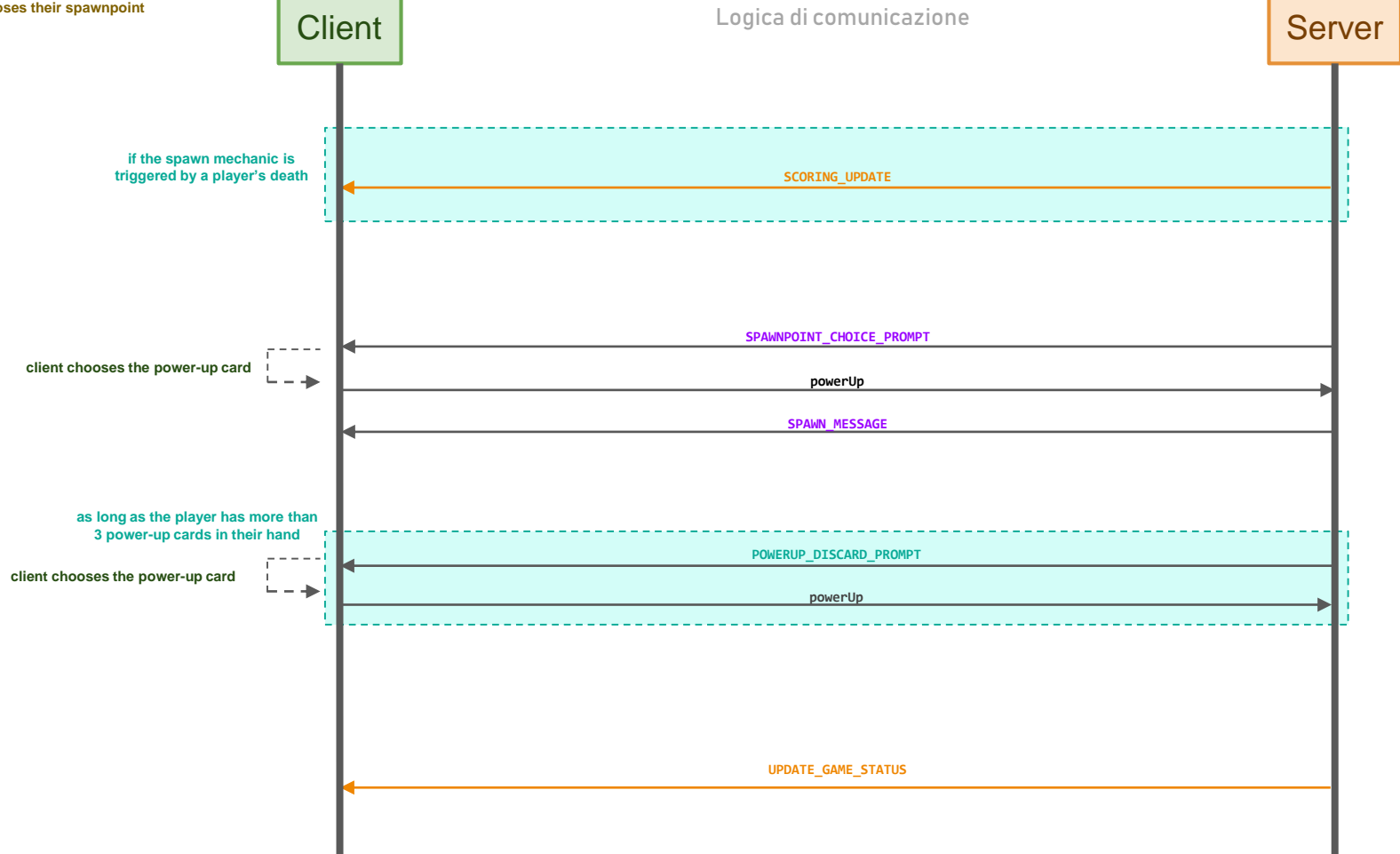
UPDATE_GAME_STATUS

* indirizzato a tutti i client



1

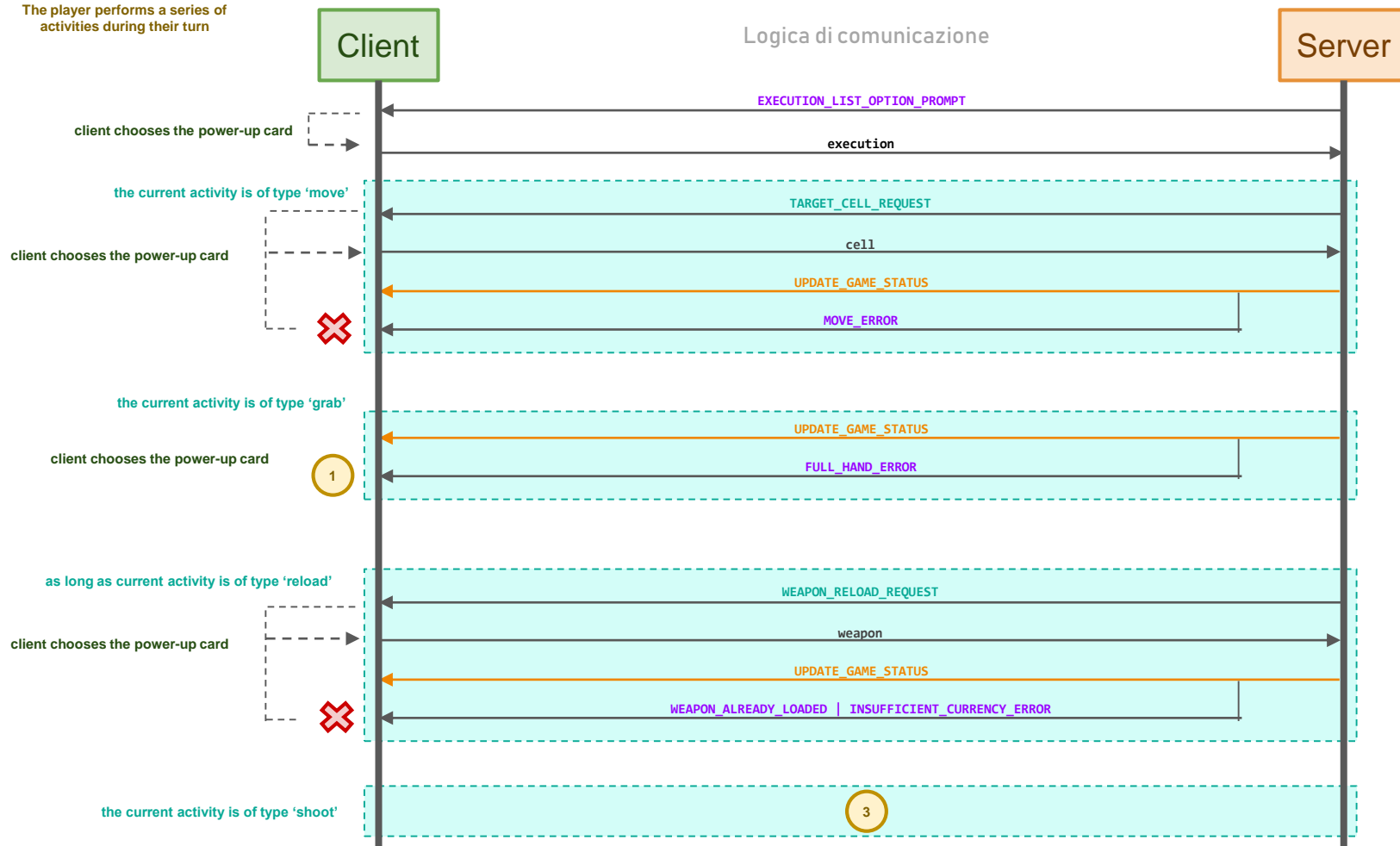
Upon spawning, the user
chooses their spawnpoint



2

The player performs a series of activities during their turn

Logica di comunicazione



Logica di comunicazione

