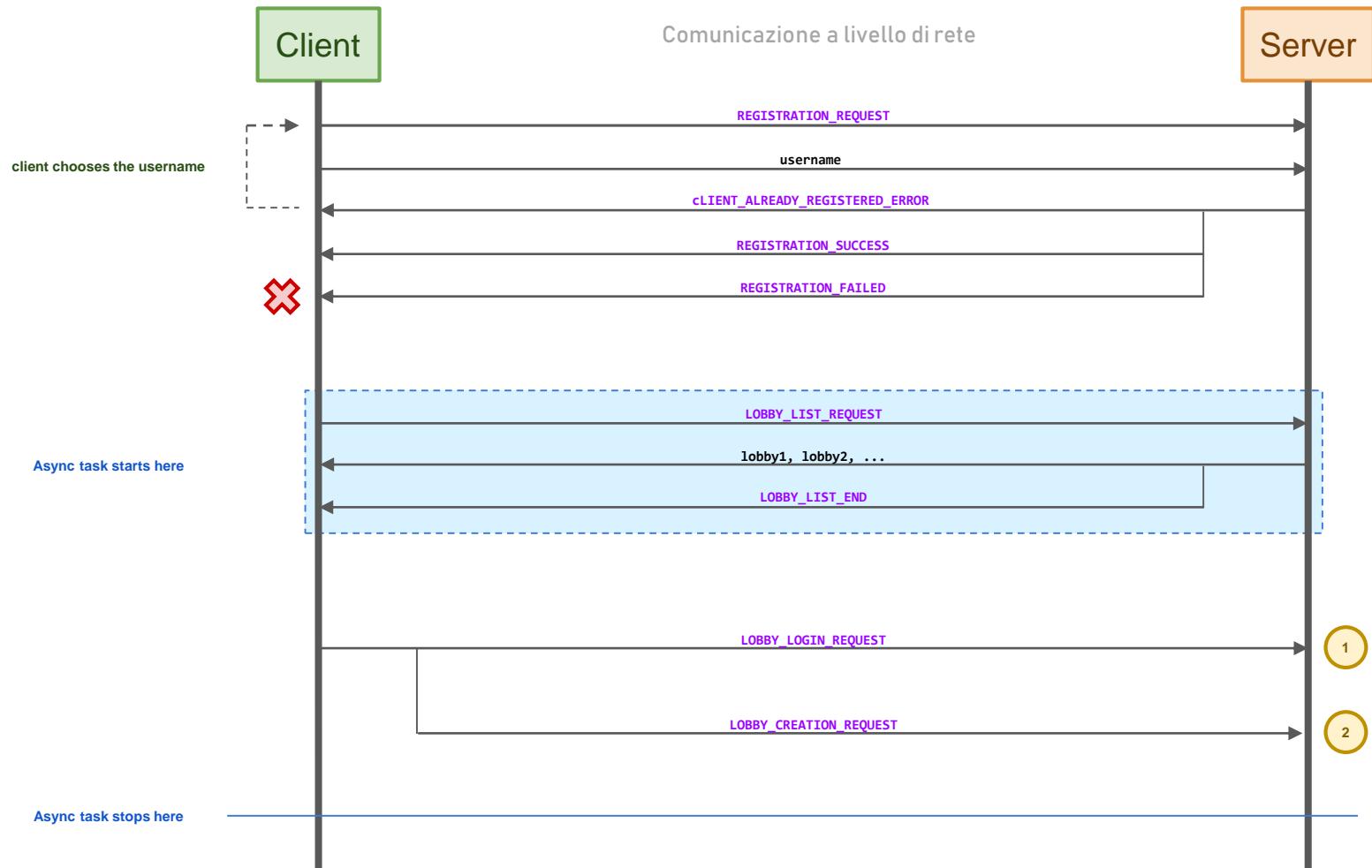


Comunicazione a livello di rete



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

LOGIN_SUCCESS

3

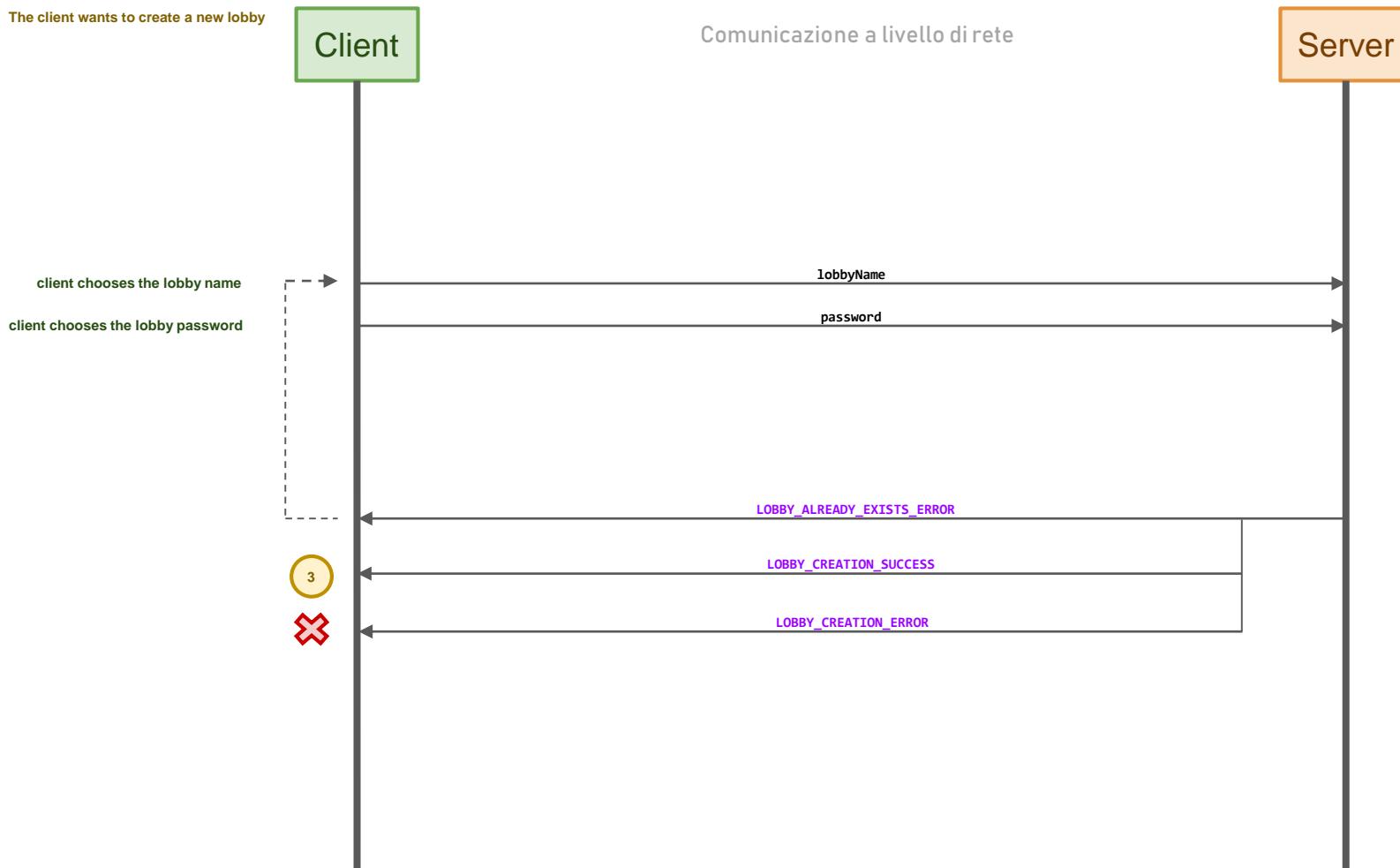
LOGIN_FAILED

X

2

The client wants to create a new lobby

Comunicazione a livello di rete

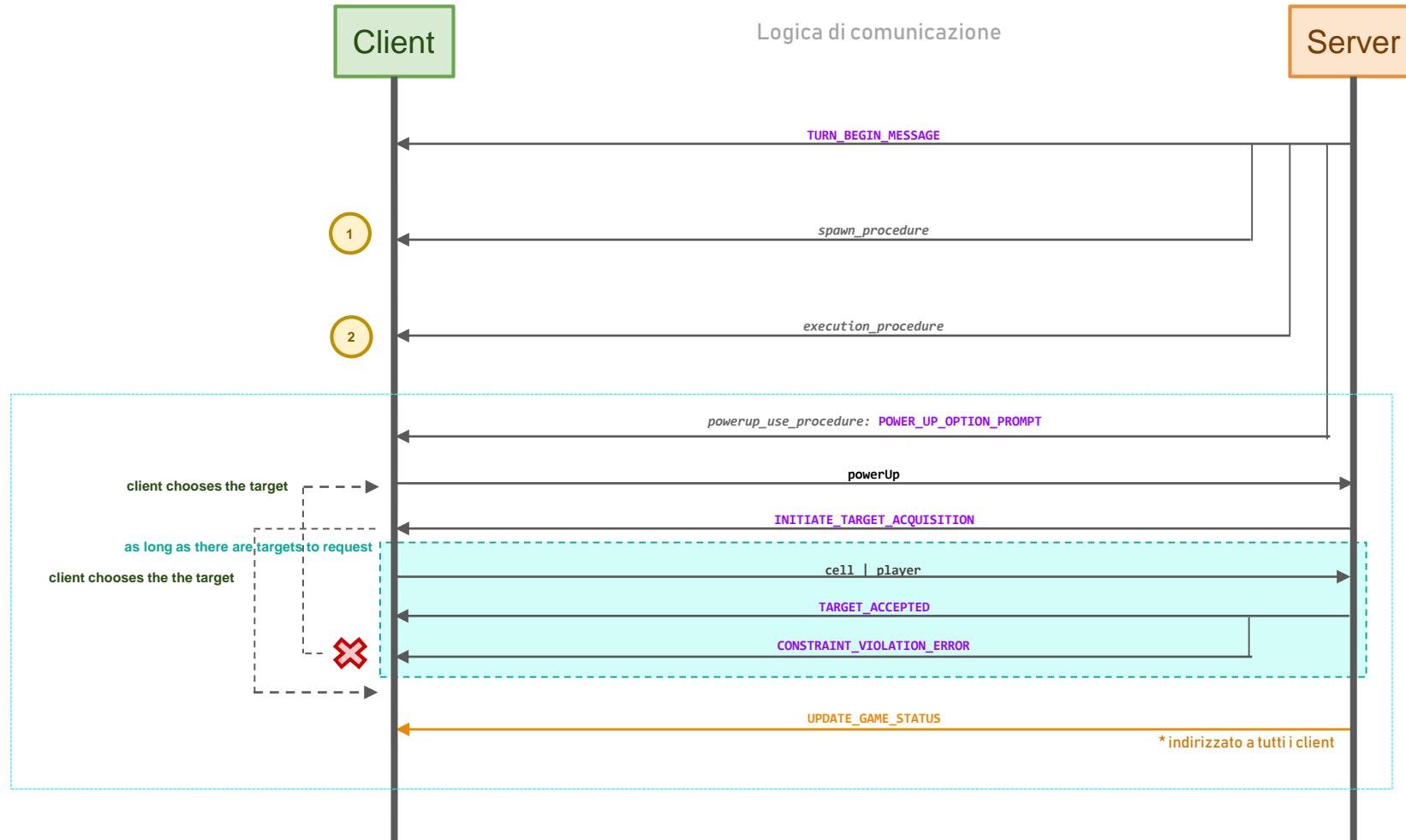


3

The client wants to log out from a lobby

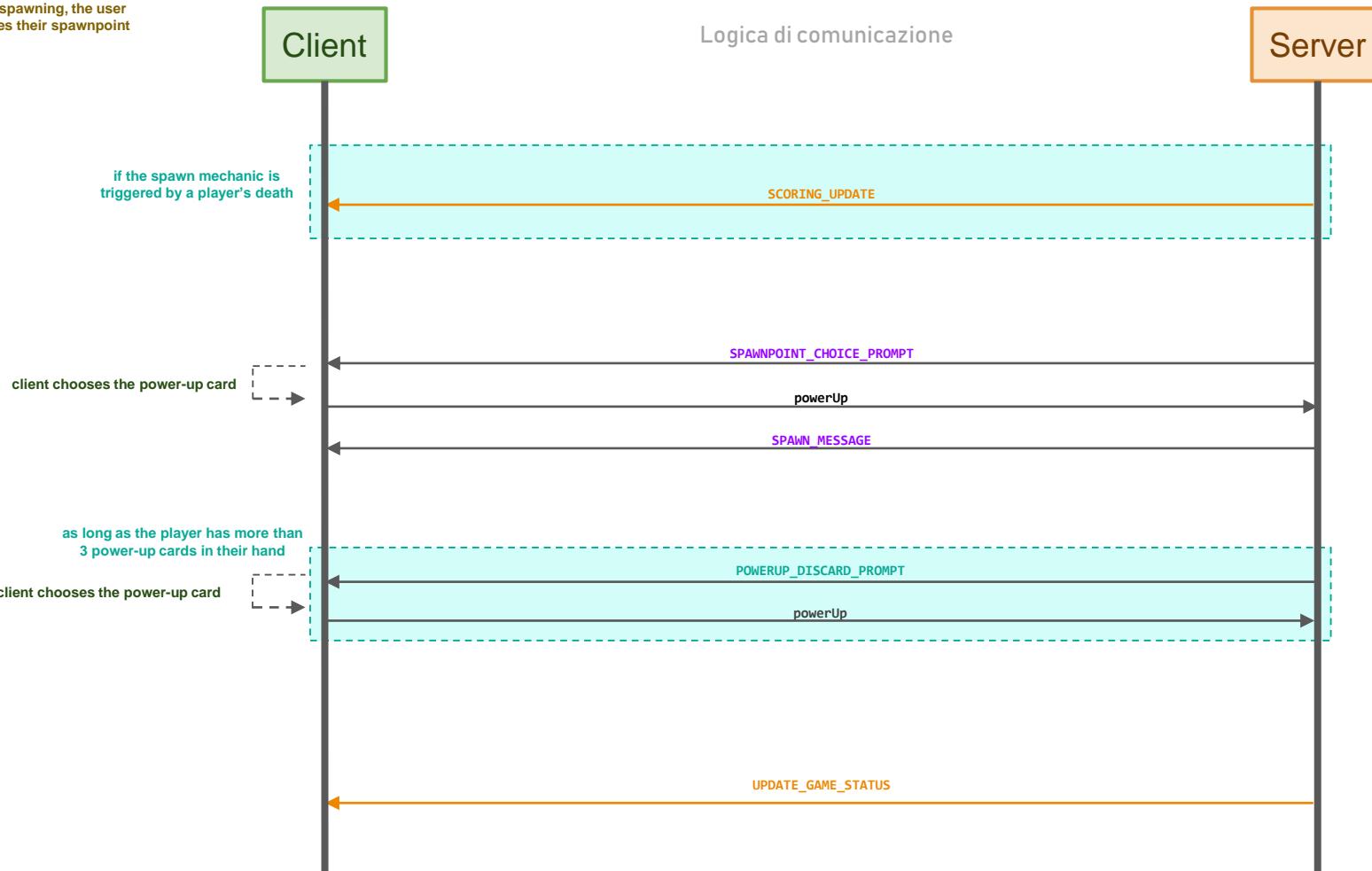


Logica di comunicazione



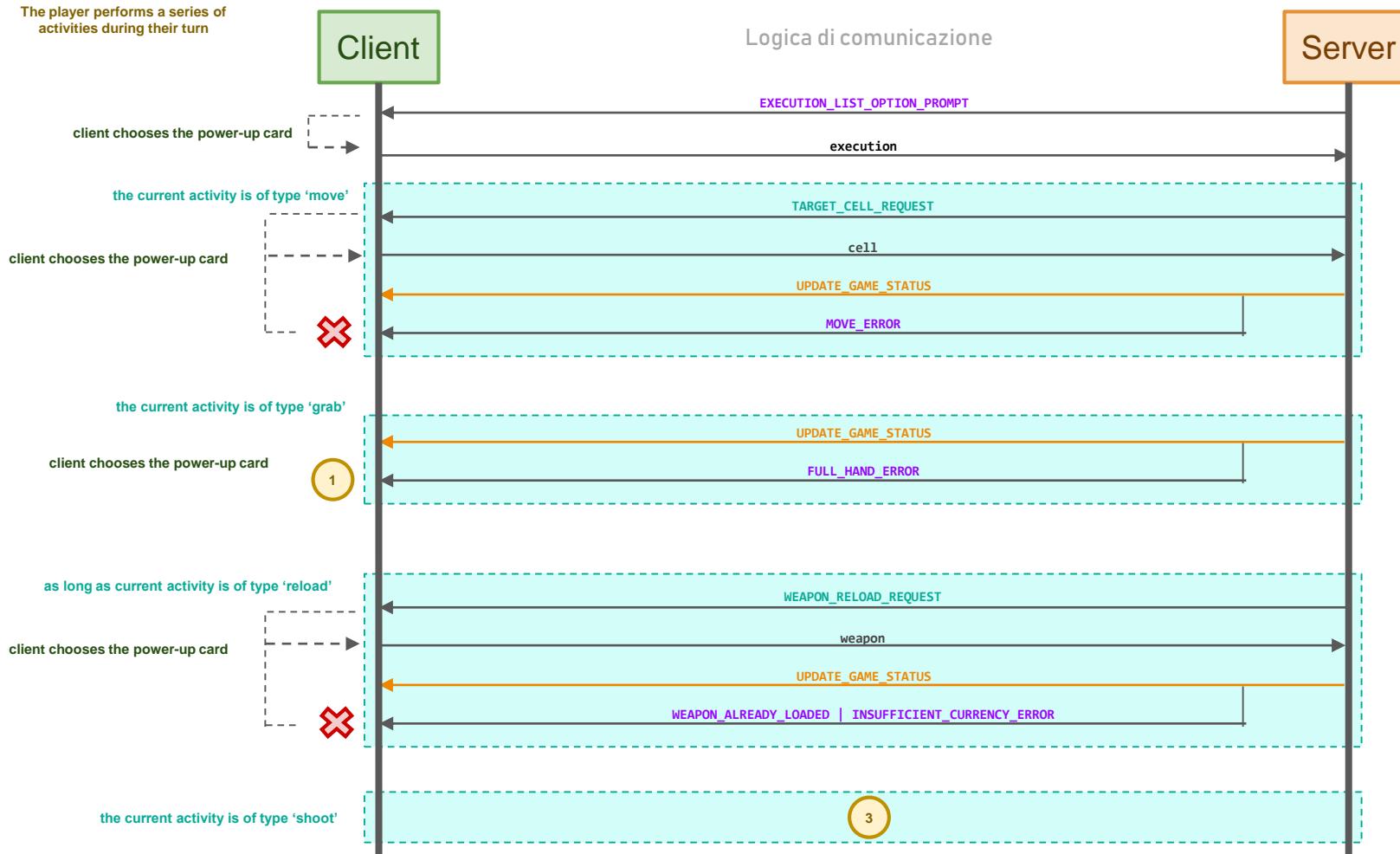
1

Upon spawning, the user chooses their spawnpoint



2

The player performs a series of activities during their turn



3

The player performs a 'shoot'-type activity

