# Lobbies in Milestone 3

In order to chat, the player must join a lobby. Else, the entered message will not submit. Each lobby also holds a game state field referring to the lobby-internal game.

For milestone 3, all lobby-related functions are integrated as chat commands. Later, the act of creating, joining and leaving lobbies will be done using the Game UI.

In the following the usage of lobbies as of milestone 3:

## Creating a lobby

A lobby is created by typing **/lbby <lobbyName>** into the chat. If the name is available, the player will create and join the lobby.

## Joining a lobby

The command used to join a lobby is **/join <lobbyName>**. If the lobby is open, the player will be able to chat with the lobby members.

## Leaving a lobby

To leave a lobby, the player must simply type **/leave** into the chat window. If the leaving player was the last player left in the lobby, the lobby will be closed.

## Displaying all lobbies

In order to display all lobbies, the command **/loli** (for lobby list) is used. Alongside the name of all lobbies, the state of the game will also be displayed. That means that the lobby list is simultaneously also a game list.