GAME-OVER: Server to client A and client B

GAME-WON-BY: Client to Server

PLAYER-A-MADE-MOVE: Client to server

PLAYER-B-MADE-MOVE: Client to server

GAME-ABORTED: Serve to Client

PLAYER-A’S-TURN: Server to Client

PLAYER-B’S-TURN: Server to Client

MOVE-ALLOWED: Server to Client

PLAYER-TYPE-B: Server to client

PLAYER-TYPE-A: Server to client

PLAYER-A-JUMPS: Server to client

PLAYER-B-JUMPS: Server to client

PLAYER-A-CROWN: Server to client

PLAYER-B-CROWN: Server to client