Services	
Client Petition	**Server's answer**
"0/" ; *Disconnection*	-
"1/username/password" ; *Login*	"1/-1" or "1/username" *Sent to the same user*
"2/username/password" ; Register	"2/No" or "2/Si" *Sent to the same user*
"3/id_game" ; *Query Time*	"3/0" or "3/time" *Sent to the query user*
"4/id_game" ; *Query Duration*	"4/0" or "4/duration" *Sent to the query user*
"5/id_game" ; *Query Winner*	"5/0" or "5/username" *Sent to the query user*
"6/" ; *Query Services*	"6/cont_services" *Sent to the query user*
"7/" ; *Connected List Notification*	"7/Connected_List" *Notification to all connected users*
"8/username" ; *Disconnection*	"7/Connected_List" *Notification to all connected users*
"9/numUsers/Sender/SelectedUsers" ; *Invitation*	"9/numPartidas/*username* te ha invitado a una partida/username" *Sent to the invited users*
"10/numPartidas/Invited/Sender" ; *Answer to Invitation*	"10/invited/1/id_match" or "10/invited/0/id_match" *Sent to the sender of the invitation*
"11/0" ; *Start Match*	"11/id_match/" *Sent to all players of a match from the admin of the game*
"12/id_game/sender/Message" ; *Chat*	"12/id_match/sender/message" *Sent to all players in the match*
"13/id_game/time/player" ; *Player shoots*	"13/id_match/game_winner" *Sent to all players in the match*
"14/id_game/game_num" ; or **"14/id_game/game_num/date&time/winner/match_duration"** *Next game or End of match*	"14/id_match/game" or "14/id_match/game/winner" *Sent to all the players on the match*
"15/id_match/player" ; *spaceship reaches finish line*	"15/id_match/game_winner" *Sent to all players in the match*
"16/id_match/points_shot/player" ; *shoot torpedo*	"16/id_match/game_winner" *Sent to all players in the match*

"17/id_game"; *close the match for all players*	"17/id_match" *Sent to all players in the match*