

Client

Server

ping()

ack()

FindLobbyMessage()

alt

[if lobby is full]

LobbyFullMessage()

LobbyFoundMessage()

loop

[while name is not available]

ChooseNameMessage(String: name)

alt

[if the name has already been chosen]

NameNotAvailableMessage()

NameChosenSuccessfullyMessage()

opt

[if player is the first one]

ChooseHowManyPlayerMessage()

NumberOfPlayersMessage(int: num)

opt

[if all players have connected]

StartingMessage()

Description: The client starts the connection, after it has been accepted it sends a message to find an available lobby. If the lobby is found then the player tries to choose a name until an unique name is chosen. If the player is the first to connect to a lobby then the server asks how many players will participate in the game. When the desired number of players is reached the server then sends a message to notify the players and send the necessary information.