# Login



```
CLIENT                                                              SERVER
   |                                                                   |
   |-------------------------- Connect() ----------------------------->|
   |                                                                   |
   |<----------------------- Lobby List (Lobbies) ---------------------|
   |                                                                   |
   |------------------- Lobby Access (Selected Lobby) ---------------->|
   |                                                                   |
   |<----------------- Lobby Confirmation (Confirmed) -----------------|
```

The clients choose a lobby to join based on the number of players in the waiting room and the total number of players needed to play.

**Optional**

Message to Host: Player Number Request

Message from Host: Player Number Reply

The game host is the creator of a lobby. Chooses the number of players to play with in the game.

Nickname Request

Nickname Reply (Nickname)

Nickname Confirmation (Confirmed)

The clients choose personal nicknames. The server confirms them if no one else in the lobby already uses them.

**Optional**

Message to Host: Game Config Request

Message from Host: Game Config Reply

The game host chooses the game configuration file to apply to the lobby game settings once all the players logged in the lobby.
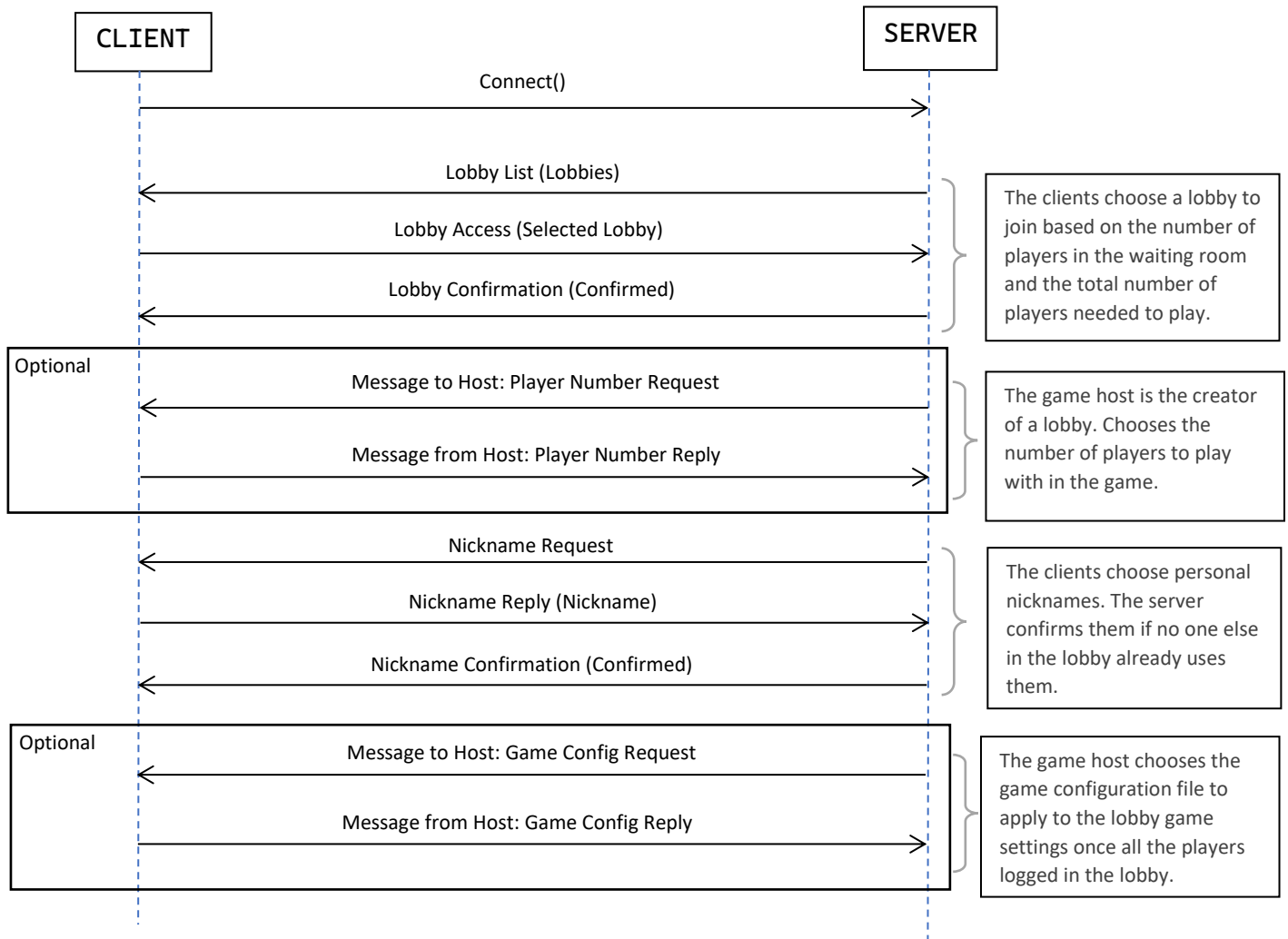
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This is the login process that a client follows when connecting to a lobby in the server. The server can host multiple lobbies. Every client can create a new lobby if desired: in this case, the client becomes the game host. Every client can choose a nickname that must be unique in the entered lobby.

When the lobby is set up, the game is started, sending a broadcast message to the connected players, telling them the nicknames of who is playing in the lobby.

If during the login process someone disconnects from the server (for example the internet connection drops), the server handles it freeing that spot for a new player. If the game host disconnects, the lobby automatically picks a new host in the game (if there is someone else already connected), otherwise the server deletes the lobby in case there are no players left in the lobby. When someone disconnects from the lobby after choosing a nickname, the lobby notifies the other players connected with a broadcast message.

The game host is not necessarily the starting player in the game: in fact, the game chooses the order of the players randomly just before the match starts.