Protokoll Nim-Spiel

## Spielphase

|  |  |  |
| --- | --- | --- |
| **Client an Server** | **Server an Client** | **Server an alle** |
|  |  | GAME\_STARTS <amount> |
| TAKE <1 | 2 | 3> | OK / ERR <msg> | NEXT\_ROUND <amount> <next\_client\_ip> |
|  |  | GAME\_ENDS <winner\_ip> |