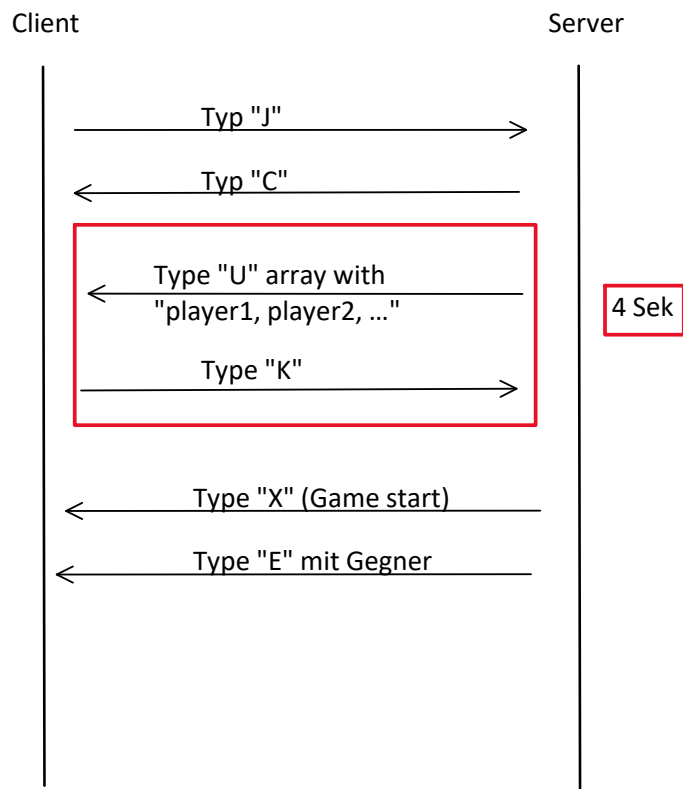


Message protocol



| msgType | Bedeutung |
|---------|--|
| J | The client wants to join the server |
| C | The server confirms the connection establishment to the client |
| F | The connection to the server failed |
| U | The server sends the client an array with a current player list |
| K | The client confirms that the connection exists by responding to a message with 'U' |
| X | The server starts the game now |
| E | The server sends the client its current opponent |
| D | The client wants to disconnect from the server |