

Connecting to a game

The diagram presents the scenario where there are no games active on the server. A new client always sends a socket connection request, and a Welcome message is sent in response by the server (to confirm that it is up and running). The login(nickname) is valid if 'nickname' is unique and not null.

The setNumPlayers(number) is valid if 'number' is between 1 (singleplayer) and 4. The hypothesis is that the FirstClient sets a number between 2 and 4, and LastClient is the last player missing to full the room. A GameStart message is multicast to all clients in the new game (once there is no player missing).

