Connecting to a game

The diagram presents the scenario where there are no games active on the server (with a view to the Advanced Functionality of multiple games) and a client creates one.

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 actually up and running).

The SetNickname(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.

GameStart and SetBoardConfiguration are multicasted to all clients in this new game.