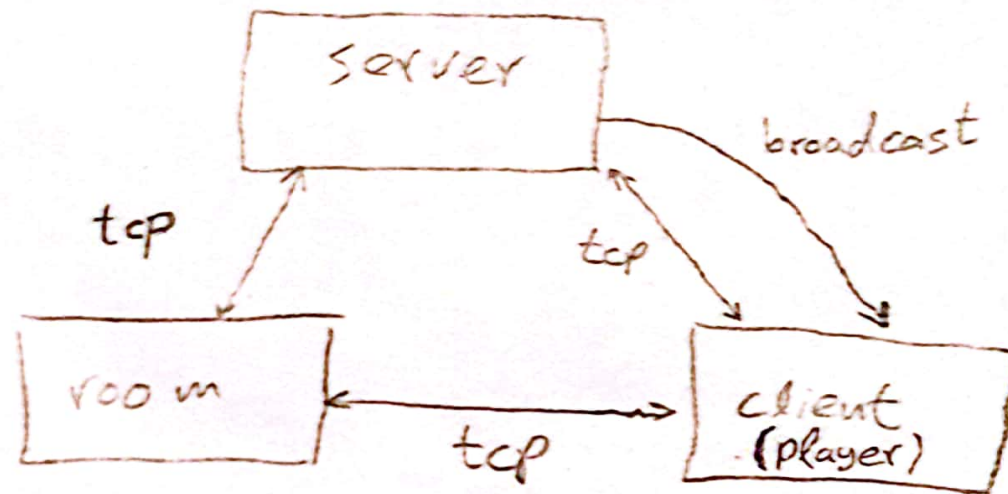Ali Zamani

room: each room has tcp connection to both of its client. Also a tcp to server

Server: server has tcp connections to all clients and rooms. Also broadcast to all player

client: has tcp connection to its current room. Also have both broadcast and tcp connection to server.