Once a client connects to the Server, the LoginHandler and the LoginView are initialized to let the loginform been displayed to the client. Moreover, ClientManager and ServerManager are initialized too, and they represent the entities aimed to handle the communication between a specific client and the server, this happens through sending and receiving messages. This sequence diagram aims to show what happens if the client wants to create a new game. They must insert their username, select the proper action from the login menu and then the "createGameMessage(username)" is sent to the ServerSide. At this point new VirtualView, Controller and Model classes are initialized, all related to the lobby that the client has recently created. Once the model class is initialized, a new message cascade is triggered to initialize and show the View classes to the client.