

## 📄 📁 ClientService

```
📄 📁 onGameCreationReply(TypedResult<GameCreationSuccess, GameCreatio
📄 📁 onGameStartedEvent(GameModel) void
📄 📁 onChatModelUpdate(List<ChatTextMessage>) void
📄 📁 onModelUpdateEvent(GameModel) void
📄 📁 onGameSelectionTurnEvent(TypedResult<TileSelectionSuccess, TileSele
📄 📁 onPlayerConnectionStatusUpdateEvent(ServerStatus, List<PlayerInfo>) I
📄 📁 onAcceptConnectionAndFinalizeUsername(String) void
📄 📁 onGameConnectionReply(TypedResult<GameConnectionSuccess, GameC
📄 📁 onGameInsertionTurnEvent(TypedResult<TileInsertionSuccess, Bookshelf
📄 📁 onGameEndedEvent() void
📄 📁 onServerStatusUpdateEvent(ServerStatus, List<PlayerInfo>) void
```

## 📄 📁 ServerService

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📄 📁 gameStartRequest(String, GameMode, ClientProtocol, ClientService)
📄 📁 keepAlive(String) void
📄 📁 serverStatusRequest(ClientService) void
📄 📁 gameConnectionRequest(String, ClientProtocol, ClientService) void
📄 📁 gameInsertionTurnResponse(String, List<Tile>, int) void
📄 📁 gameSelectionTurnResponse(String, Set<Coordinate>) void
📄 📁 sendTextMessage(String, MessageRecipient, String) void
📄 📁 quitRequest(String) void
```

## @ 📁 ServerFunction

## @ 📁 ClientFunction