

# Game Disconnection

note: disconnection is not a closed connection  
note: Keep Alive(s) messages used to assest connection status

## Requests List

List of messages that the client(s) can send to the server:

- KeepAlive:** The client notifies the server it is connected.

## Event List

List of events that the server can notify the client(s) of:

- PlayerConnectionStatusUpdateEvent:** The server notifies the client(s) about an update regarding the connection status (open, disconnected, closed) of one of the clients connected to the game.
- GameStandbyEvent:** The game is put in stand by;
- GameResumedEvent:** The game is back online;
- GameEndedEvent:** The game is ended;

