

1. Accesso al gioco di un giocatore

Server is listening for incoming new clients.
When a user starts the game, he has to fill a form with nickname, password and server IP.
Client connects to the server and waits for response.
After a successful login the server replies with a session token that replace the credentials. From now on, communication will be based on session token to recognize clients from the point of view of the server.
Server will send the menu options. Among them there is the possibility to start to play.
If user selects this option, the server will check if the given client had a suspended match.
There are two main cases:
- if there is a suspended match, server will ask to the client to choose to resume or to start a new match. In the first case, the client will be assigned to the recovered match; in the second case, past matches will be discarded and next requests will be the same of the next case:
- if there is no suspended match, or player decided to start a new one, the server will ask to the client the playing mode (single, two, three or four players mode). After selection, the server will check if among the instantiated matches there is one with the requested characteristics that is waiting for a player. If there is, player will be assigned to this match; otherwise, player will be assigned to a new one.

