Join game

Client

Server

On connection established

loop [Until successfull login]

loginRequest(username)

alt [Invalid username]

invalidUsername()

[Valid username]

validUsername()

getLobby()

alt [Lobby exists and valid]

lobbyExists(id)

joinLobby(id)

lobbyDoesntExists()

createLobbyAndJoin(playerNum)
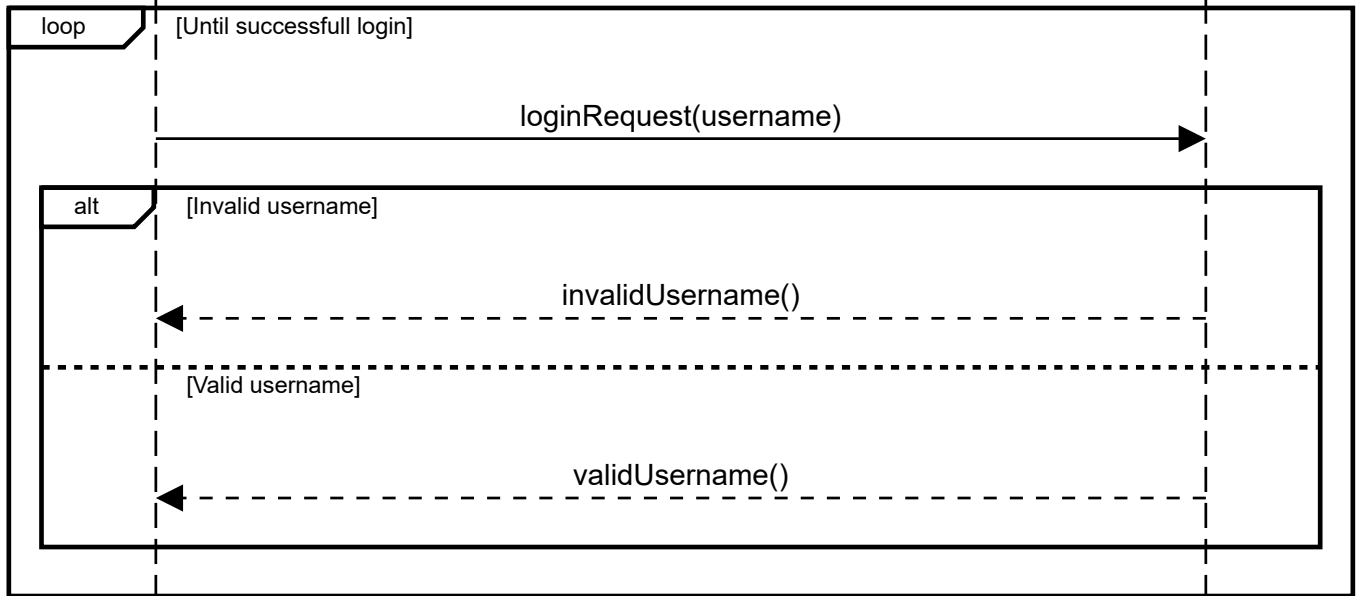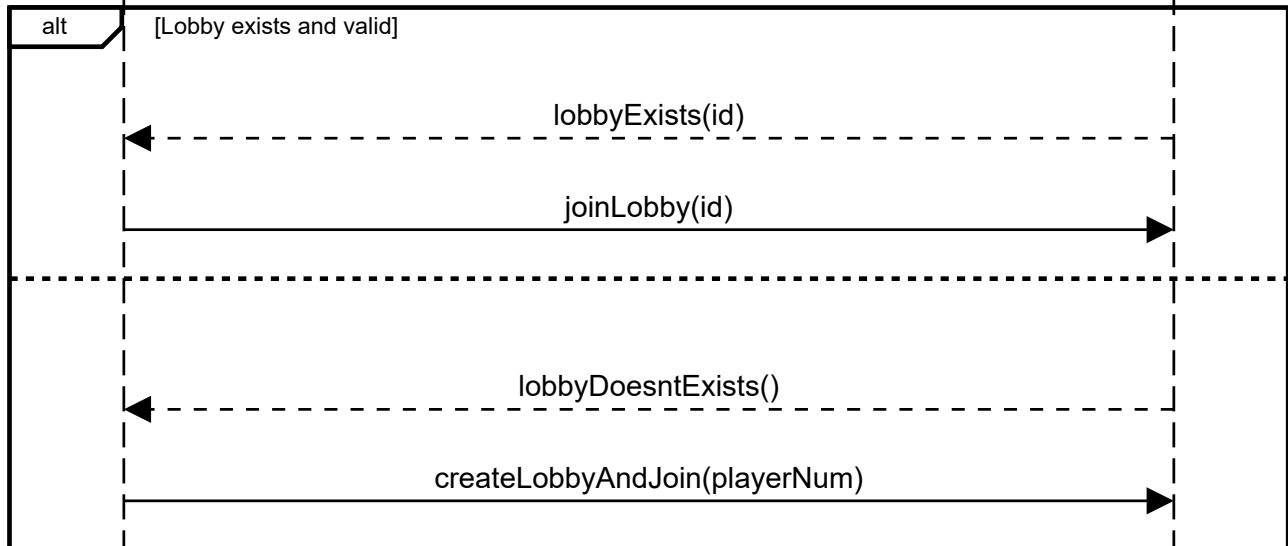
When number of players is reached

gameStarted()