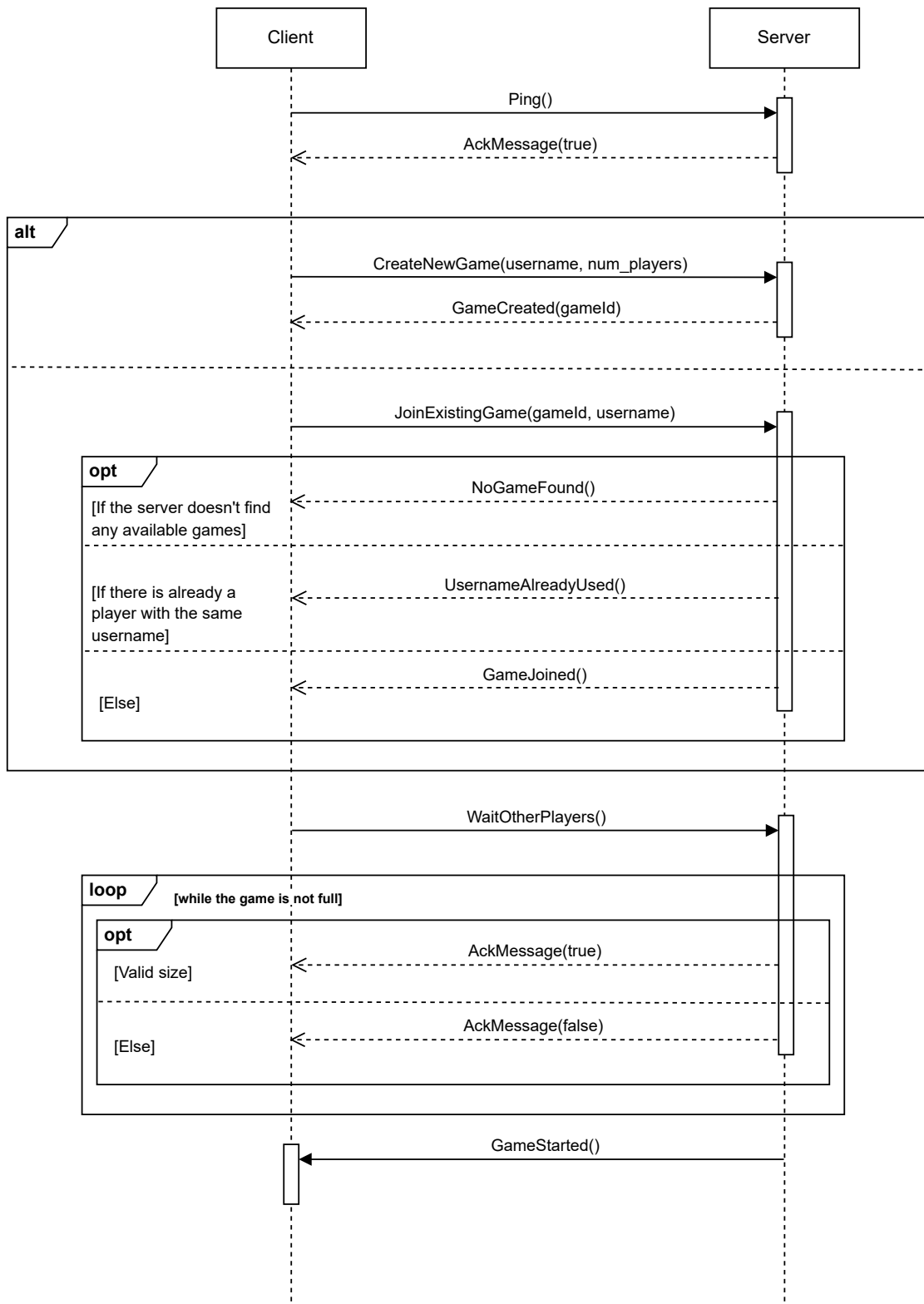


**sd** AccessToTheGame

The client begins the setup phase by requesting connection to the server. The server answers with an *AckMessage()* that establishes the connection.

The username is checked only if the client tries to enter an existing game as the game mechanics allows to have two users with the same username in different games.

The game starts as soon as the expected number of players is reached (it is chosen by the player who creates the game).