Chat commands for clients

This document lists all commands that can be used by a client and will be completed as we go.

Basic structure of command: /command option arguments
Global chat messages can be sent by writing the message without "/" in the beginning.
For command and option the letter case is being ignored.

Example: /change name Mario
This command changes the nickname of the player sending the request to "Mario".

Command	Option	Arguments	Comments
change	name	NewName	Changes clients name to "NewName"
quit			Terminates client program