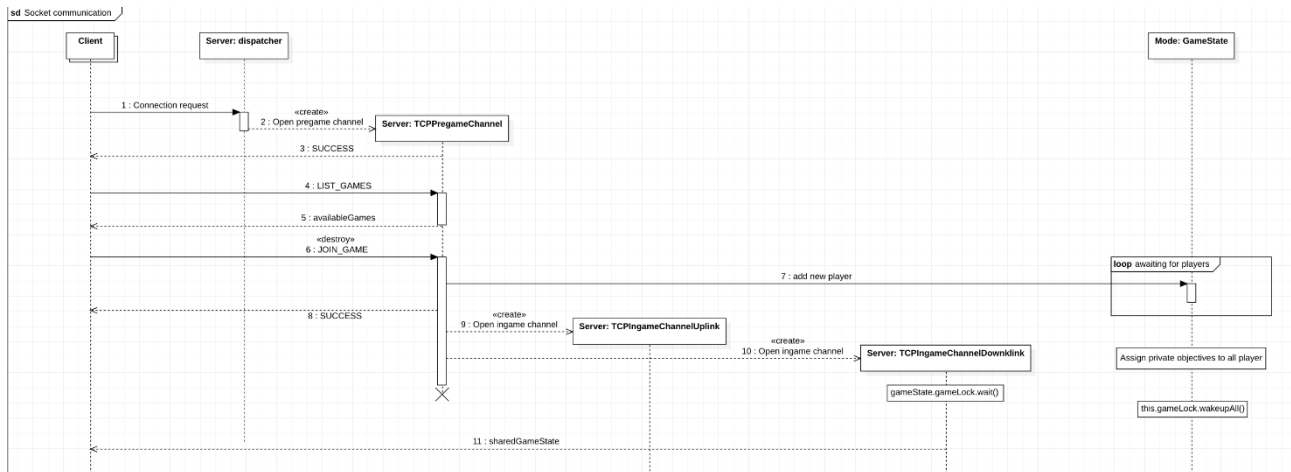


1.2 Access of the player to the game – Join Game



When the Connection request message arrives, the server creates a new TCPPreGameChannel; its function is to communicate with the client before the game starts, sharing on request the list of available games or letting the client join a new game, and after that, it is destroyed. TCPPreGameChannel interacts with the Model sending a message that entails, if the game is not full, the addition of the new player to the selected game. Messages 10 and 11 involve the creation of TCPIngameChannelUplink (Client to Server communication) and TCPIngameChannelDownlink (Server to Client communication). Downlink channel, synchronized on GameState's lock, awaits until all players are connected and at that point makes every client receive the first personalized SharedGameState.