Handling user input in lobby screen - communication diagram

GameEngine

1: input()

LobbyScreen

handling up-down arrows

1.1: input(event)   1.2: input(event)

Game Options   **Player Options**

handling left-right arrows

1.1.1: input(event)   1.1.2: input(event)   1.2.1: input(event)   1.2.2: input(event)   1.2.3: input(event)

PlayersSelector   **RoundsSelector**   **NickSelector**   **ColorSelector**   **ControlSelector**

handling A-D keys