



Notes for this sequence diagram:

- We only consider the connection to a new game, in our project if a player connection drops while playing, they can reconnect to the game.
- We simplify the RMI connection not adding the remote interfaces.
- In our project, we check if the number of players inserted is valid (it's a number, it's between one and four) and manage client-side exceptions if it is not.
- If a player's nickname is valid (also first), they are sent to the game lobby.
- If a player's nickname is not valid, they restart from the method askNickname() in the LoginView.