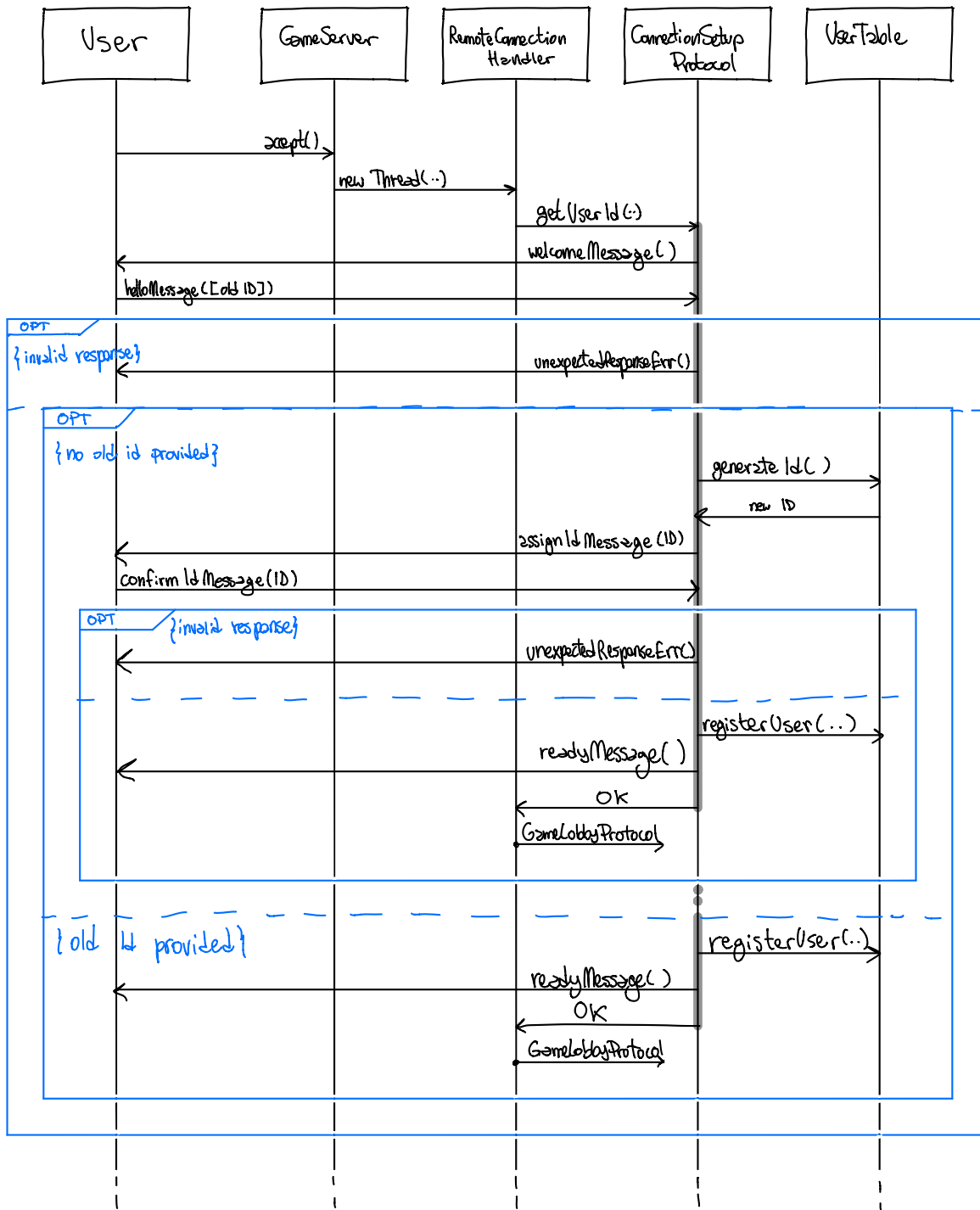


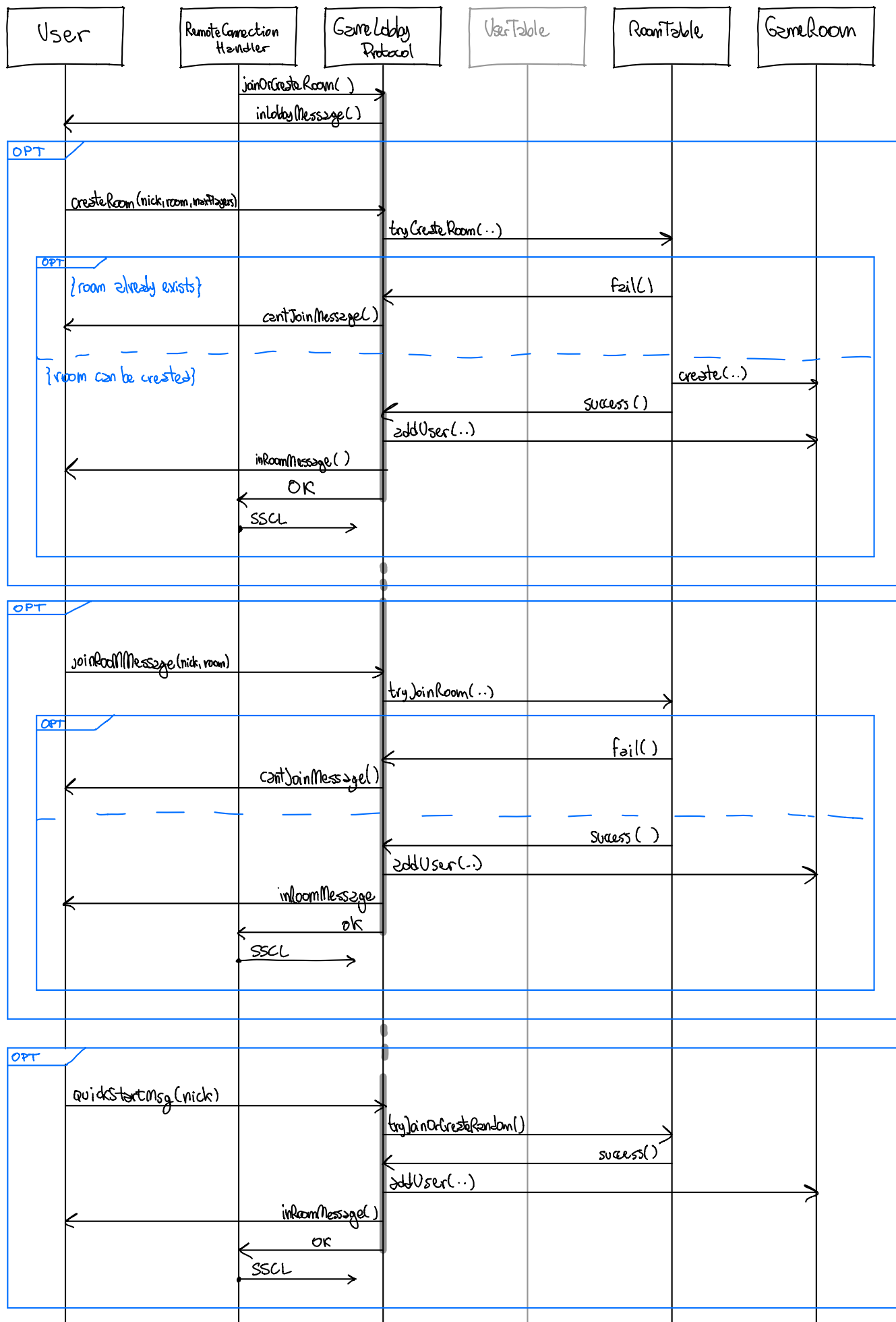
ConnectionSetupProtocol



Invalid response checks in the protocol were conceived as a basic security measure to protect the server from unknown connections

An "old ID" is provided by the client if it happened to disconnect mid-game. This will be used to reconnect to the ongoing match.

GameLobbyProtocol



STARTING THE GAME

If as many people join a room as specified by the room's creator (1-4; quick start rooms are created with maximum capacity) the game will start and game start messages with the required information (gamemode, players, view data...) will be broadcast to all users in the room).

Alternatively, a user can force the game to start with a room start message (this is to allow larger rooms to start in case not enough people are connected at a given time).

It is important to notice that while room creation can only fail if the desired room name is already in use, room joining can fail either because the desired room is not available (non-existent or already started) or because the chosen nickname is already taken (within the room).

Quick-start won't fail as it has as fallback behaviour (if no rooms can be joined) the creation of a new room with a unique name.

Players can also attempt sending a rejoin message providing their "old ID" and, in case there's still an active game they had disconnected from, they will be re-joined to the room and brought up to speed with all the "catch up" updates and information needed.