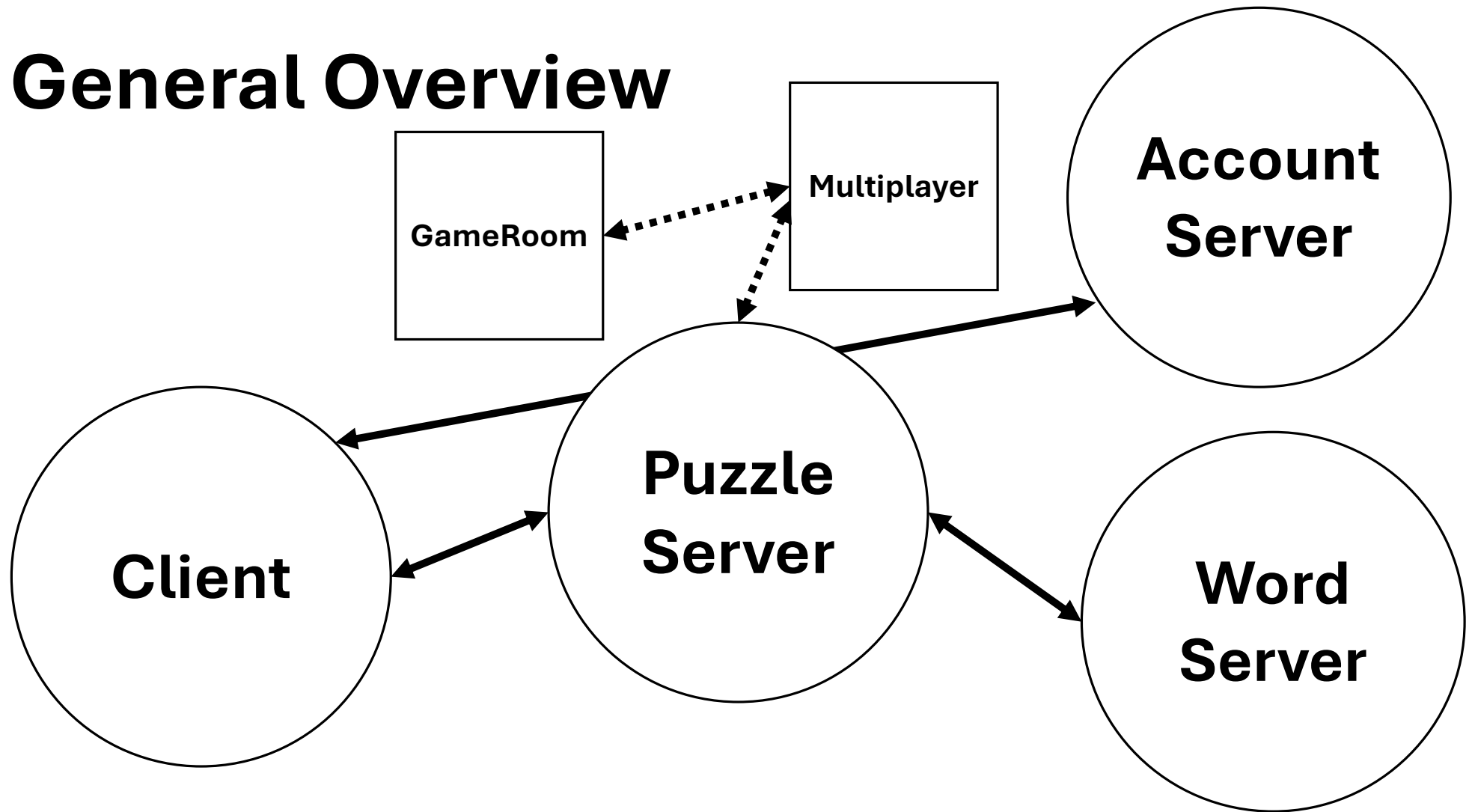
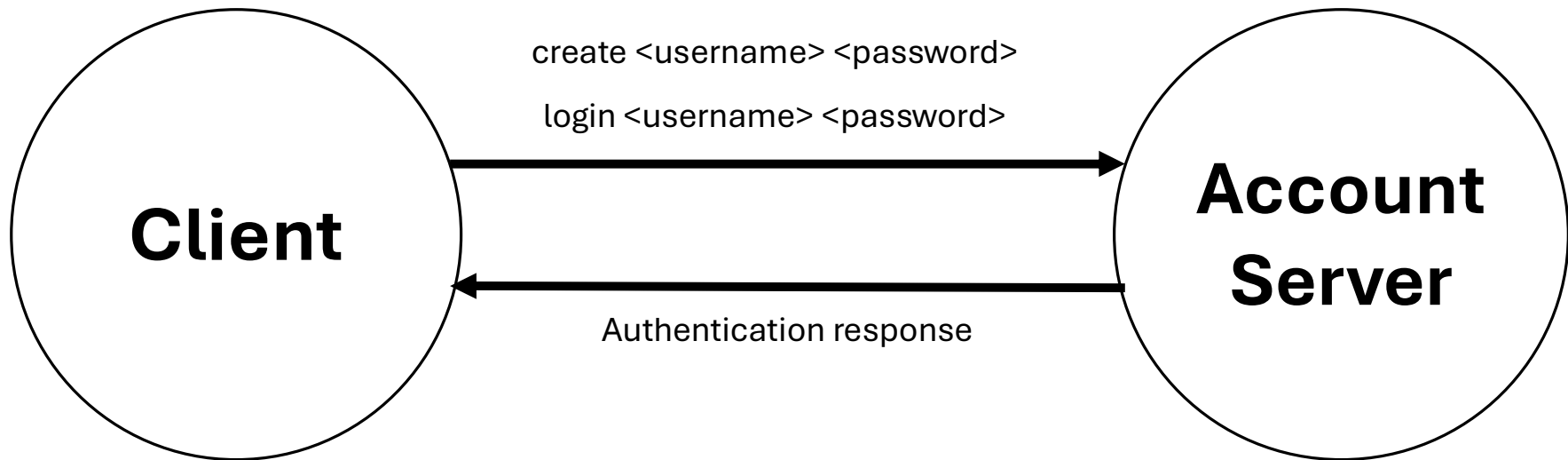


Protocol Diagram Assignment 2

General Overview

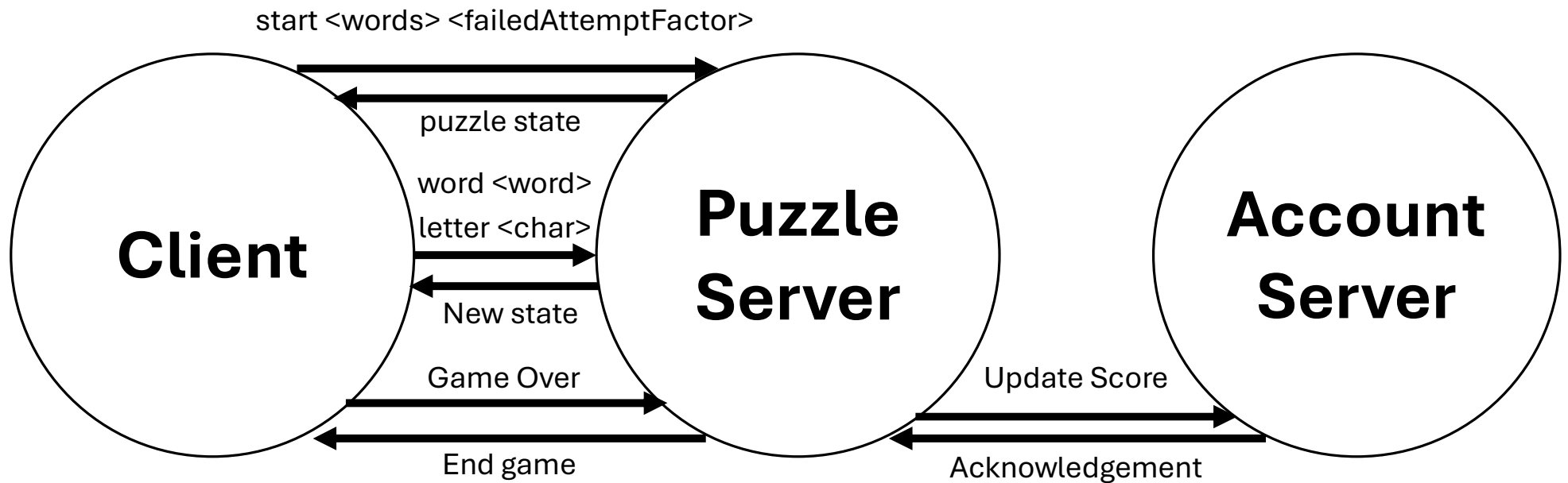


Authentication



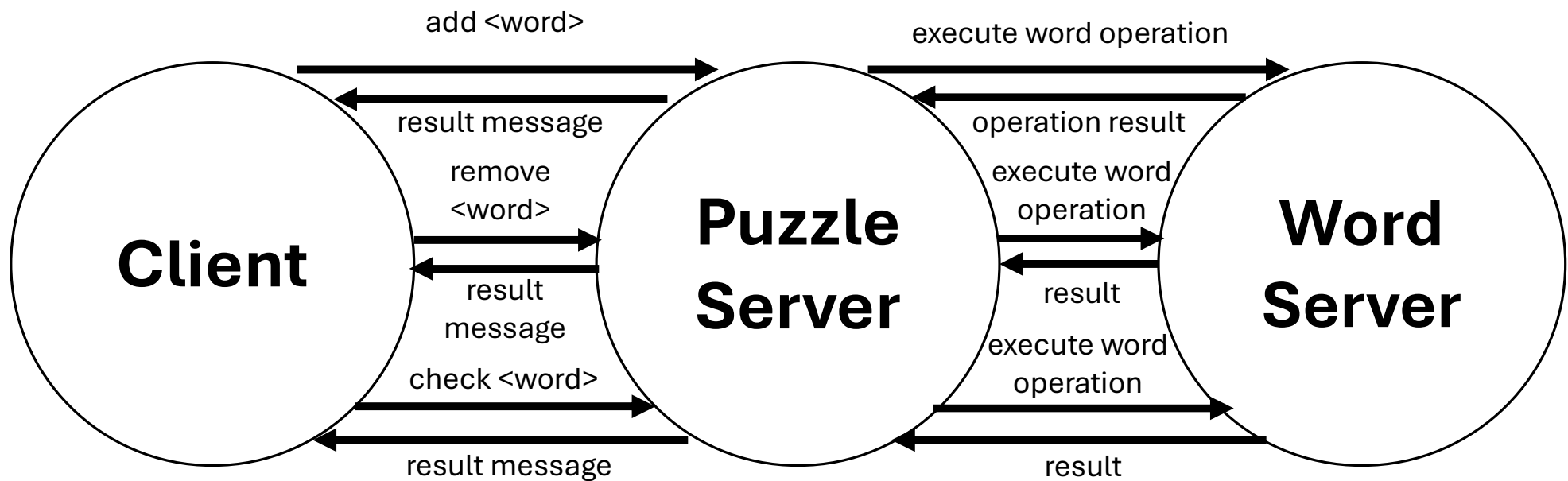
The client first creates or logs into an account by communicating directly with the UserAccountServer.

Single-Player Game Flow



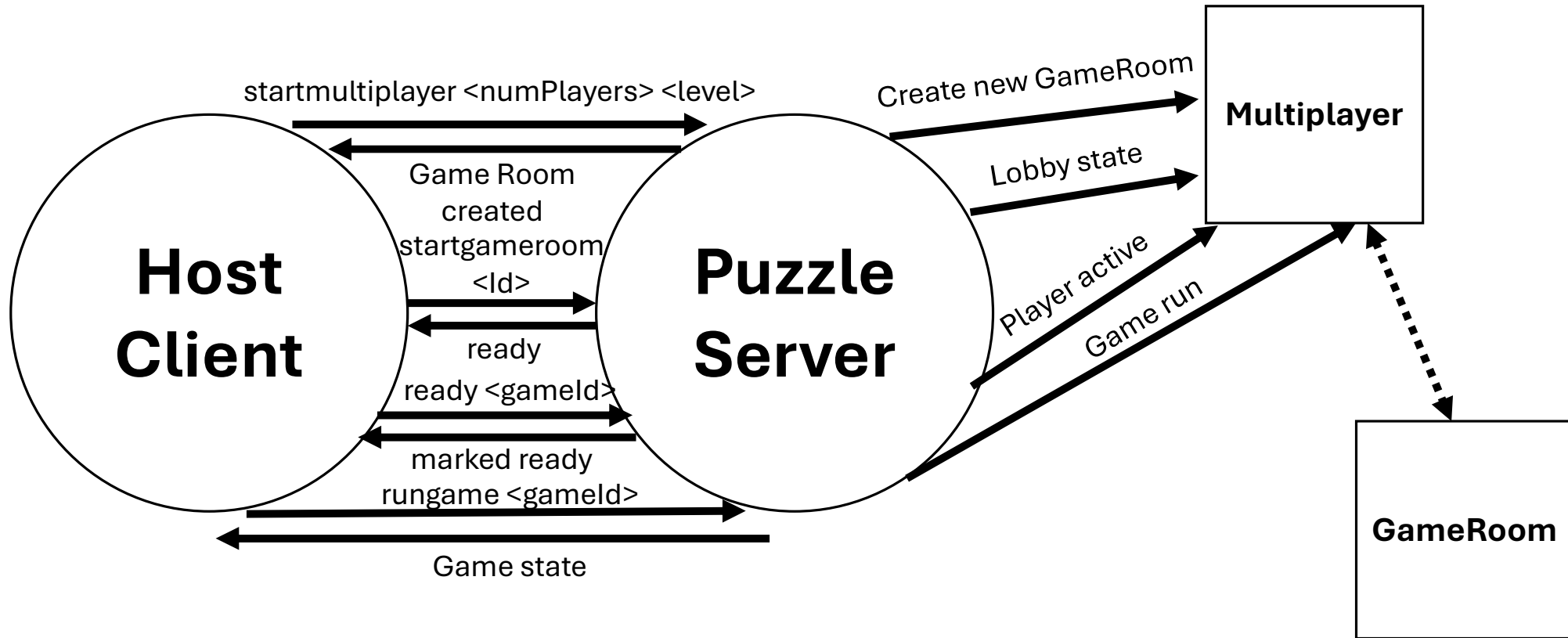
The puzzle logic (both for single-player and multiplayer modes) is managed on the server side. The client sends game-related commands to the puzzle server.

Word Repository Commands



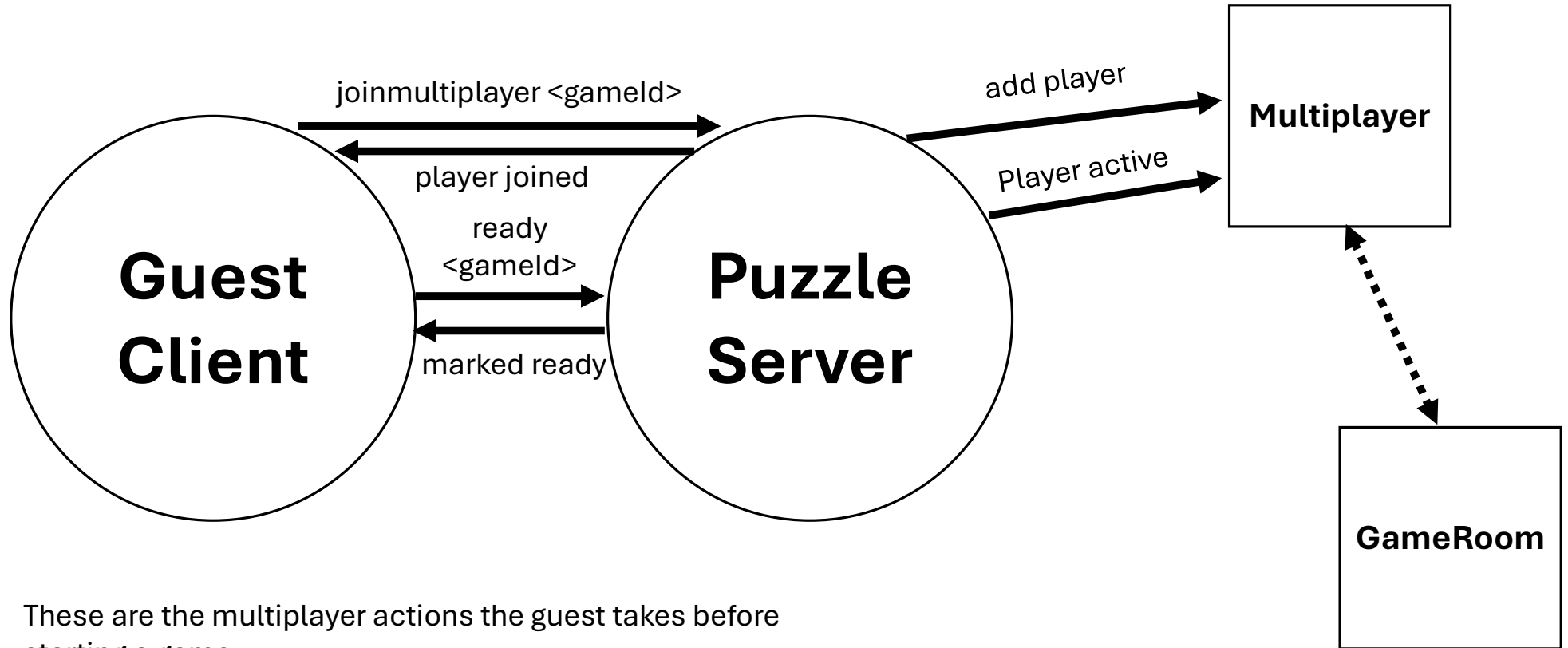
Commands like “add”, “remove”, and “check” are relayed from the client to the PuzzleServer, which then calls the WordRepositoryServer to perform the operation and returns the result to the client.

Multiplayer Game Flow - Host



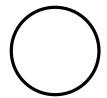
These are the multiplayer actions the host takes before starting a game

Multiplayer Game Flow - Guest

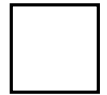


These are the multiplayer actions the guest takes before starting a game

Key



Service



Helper



RMI Connection



Non-RMI Connection