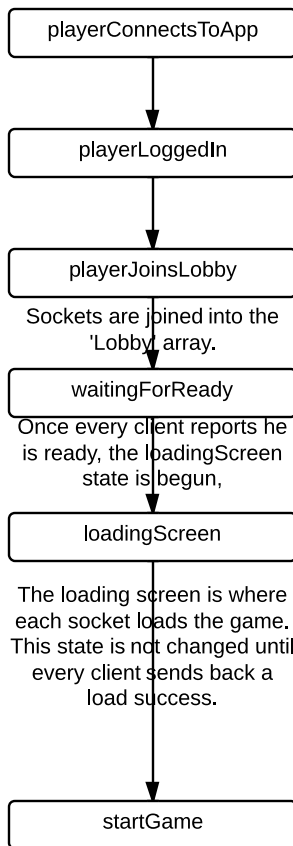
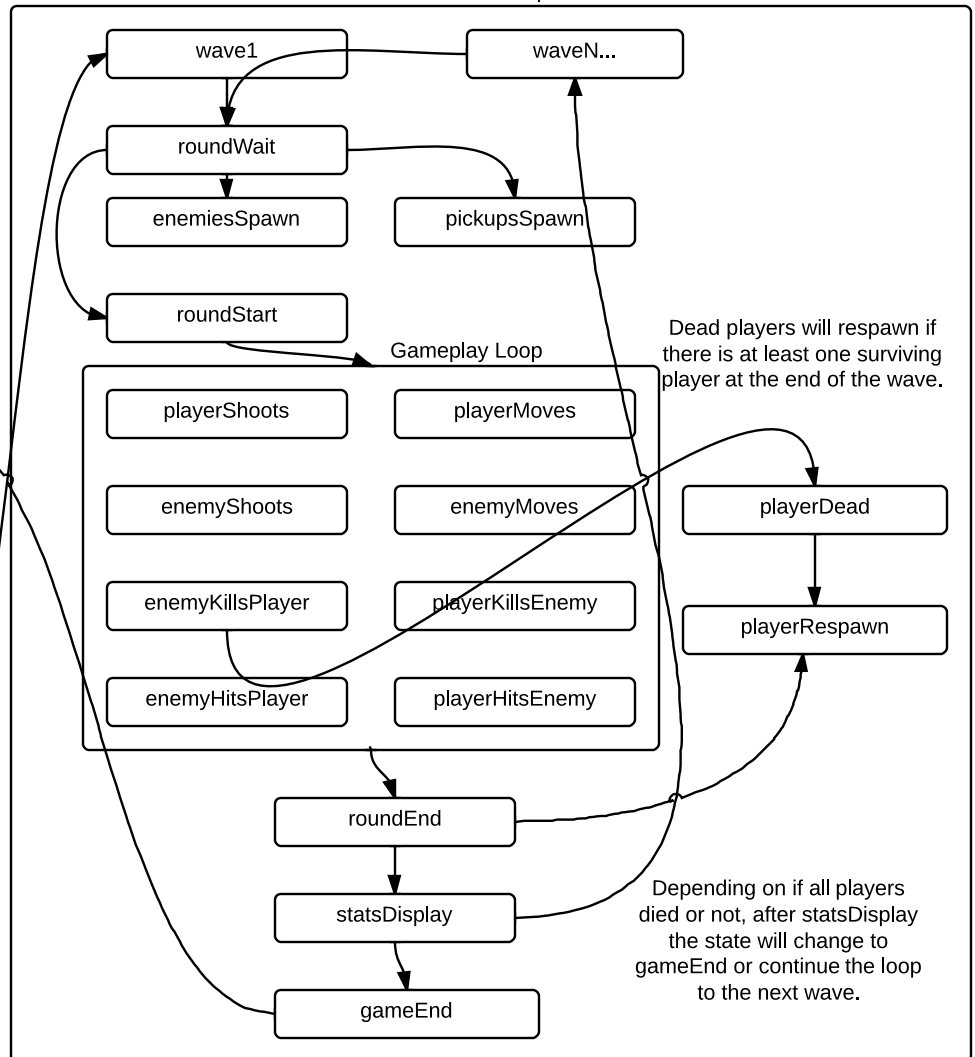


Socket is created here.



Main Game Loop



After a game ends, the players will be transported back to the game lobby.

logout

Upon exiting the game or logging out, the user's socket is disconnected and his game data is saved to the server.