```
 1   State           Requests         Response        New State       Comment
 2   ==========================================================================
 3   *               *                MESSAGE_BAD     (same)          error parsing
 4                                                                    message
 5
 6   *               *                SENDABLE_BAD    (same)          error parsing
 7                                                                    sendable
 8
 9   *               *                *.ERROR         (same)          server error
10
11   *               SESSION          .OK $SessionData        (same)
12
13   *               *                QUIT.OK         DISCONNECTED    same for hard
14                                                                    disconnect
15                                                                    (w/o response)
16
17                                    QUIT.NEED       DISCONNECTED    timeout
18
19                                    QUIT.BAD        DISCONNECTED    kicked/banned
20                                                                    from server
21
22                                    QUIT.ERROR      DISCONNECTED    by server error
23   ------------------------------------------------------------------------------
24
25   CONNECTED       LOGIN $authData .OK              AUTHENTICATED
26                   REGISTER $authD
27                                    .NEED           CONNECTED       wrong user/pass
28
29                                    .BAD            CONNECTED       provide user/
30                                                                    passwd
31   ------------------------------------------------------------------------------
32
33   AUTHENTICATED   JOIN $joinData  .OK              PLAYING
34
35                                    .NEED           CONNECTED       not authent.
36
37                                    .BAD            AUTHENTICATED   bad gameId,
38                                                                    game full,
39                                                                    banned from game
40   ------------------------------------------------------------------------------
41
42   PLAYING         LEAVE            .OK             AUTHENTICATED   game keeps
43                                                                    player in
44                                                                    inactivate state
45
46                   *                LEAVE.BAD       AUTHENTICATED   kicked from game
47
48                   SPAWN            .OK             PLAYING
49
50                                    .NEED           AUTHENTICATED   not playing
51
52                   GETPLAYER        .OK $playerData PLAYING
53
54                                    .NEED           AUTHENTICATED   not playing
55
56                   GETUPDATE $rev  .OK $updateData PLAYING
57
58                                    .NEED           AUTHENTICATED   not playing
59   ------------------------------------------------------------------------------
60
61   DISCONNECTED    <reconnect>      will require sessionId and auth credentials
62                                    of old session
63
64   ------------------------------------------------------------------------------
65
66   [NOTES]
67
68   - every request can expect a response, identifiable by same id as request;
69     response can be same general type (e.g. JOIN -> JOIN OK), but also different
70     type (e.g. GETUPDATE -> LEAVE BAD; = kicked from game)
71
72   - commands, which are also sendables, will never get a response; they are
73     swallowed by the server with or without generating an effect; requests and
74     responses are game meta-data; commands are in-game actions
```