Will be done if time allows:

- Functional requirement:

1. When the system is in “lobby” state, player can choose among multiple existing tables that are listed on the interface, and click “Join” button to join in.

2. While users are in “lobby” or “on-gong” state, they can chat with others in a communication dialog. The dialog will display the “name”(who sent the message) and the content of message, it player types it in text area and click “send” button. Player can also choose a dialog option to send out.

- Non-functional requirement:

1. Players will be reconnected to the host immediately if connection is temporarily lost.

2. Host migration. If host leaves or crashes connection, there will not be error occurring, and game will keep going. Another player will be the host.