

Game preparation

io:

- *cJoinRoom*
- *cLeaveRoom*
- *cStartGame*
- *sPlayerJoined*
- *sPlayerLeft*
- *sYouJoined*
- *sNewHost*

sGameStarted

Wait

io:

- *cSpeakerReady*
- *cListenerReady*

sExplanationStarted

Explanation

io:

- *cEndWordExplanation*
- *sNewWord*
- *sWordExplanationEnded*

sExplanationEnded

Edit

io:

- *cEdited*
- *sWordsToEdit*

sNextTurn

sGameEnded

Storing
results