

## Game preparation

io:

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

sGameStarted

## Wait

io:

- *cSpeakerReady*
- *cListenerReady*

sExplanationStarted

## Explanation

io:

- *cEndWordExplanation*
- *sNewWord*
- *sWordExplanationFinished*

sExplanationFinished

## Edit

io:

- *cEdited*

sNextTurn

sGameEnded

Storing  
results