

Game preparation

io:

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

io: *sGameStarted*

Wait

io:

- *cSpeakerReady*
- *cListenerReady*

io: *sExplanationStarted*

Explanation

io:

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

io: *sExplanationEnded*

Edit

io:

- *cWordsEdited*
- *sWordsToEdit*

io: *sNextTurn*

io: *sGameEnded*

Storing
results