

## Sequence Diagram 1 - Join Lobby:

This diagram describes the interactions between Server and Client for the action of joining a Lobby.

The compact version lists all the possible messages:

- Ping and Ack: for the acknowledgment of the client presence
- Login: with the client nickname to which the server can either respond Success or NicknameAlreadyTaken
- ListOfLobbies: contains the list of active lobbies
- CreateLobby: contains the lobby creator and the number of player for the game
- JoinLobby: the client states which lobby they want to join, to which the server can answer LobbyJoined, LobbyFull, InvalidID (if the lobby in the message doesn't exist)
- SomeoneHasJoinedTheLobby: notifies the other players in the lobby that a new player has joined and who they are
- GameStarted: is sent to all the players in the lobby when the number of players set for the game has been reached to notify that the game starts.

Follows an expanded version, with an example of how the communication works with more clients.



