

Sequence Diagram 1 - Join or create a lobby:

This diagram describes the interactions between Server and Client for the action of joining or creating a lobby.

1. First, the client tries to login choosing a nickname, if the nickname is taken by another client the login will fail
2. Then the client asks for the current status of the server and the server answers with a message containing the list of active lobbies
3. In this state, the client can either create a lobby, selecting a number of player, or join a lobby, selecting one from the list
4. If the player is already in a lobby and tries to join or create a lobby they will be notified by a fail message ("Already in a lobby")
5. If the lobby they want to join is full or doesn't exist they will be notified by a fail message ("The lobby is full"/"Lobby ID not found")
6. Once in a lobby, the client must choose a pawn, the server answer will either be that the pawn has been successfully assigned or a fail message ("Pawn already Taken")
7. When in a lobby the number of players set for the game has been reached and every player has chosen a pawn, all the players in the lobby will be notified that the game has started with the message GameCreated that contains all the necessary data for the beginning phase of the game

The login related (1-2) and game (7) messages are filtered by the network and reach only the directly interested clients, while all the others reach all the clients connected to the server, because the status of all other lobbies is relevant to every client.

