Connecting to the game (Socket)

ClientMain	View	SocketClient	Server	SocketConnectionHandler	Controller

new CLI().start()/new GUI.start()

new SocketClient(ip, port, this)

this.clientSocket.connect(new InetSocketAddress(ip, port))

new SocketConnectionHandler(this, clientSocket)

serverSocket.accept()

executor.submit()

getGamesNames()

showJoinOrCreate(gameNames)

JoinGameRequest(gameNames)

opt [The player asks for a refresh]

refreshGamesNames()

RefreshgamesNamesRequest()

setGameNames(this.gameNames)

RefreshGamesNamesResponse(gamesNames)

gameChoice(isJoin, gameName, nickname)

joinGameResponse(isJoin, gameName, nickname)

opt [Nickname already present]

showMessage(this.message)

sendMessageClient("Username already present")

JoinGameRequest(gameNames)

setClientNickname(nickname)

alt [isJoin]

joinGame(connectionHandler, this.gameName)

addHandler(connectionHandler)

setController(gameController)

chooseColorState(connectionHandler)

[else]

askForPlayerNumber()

PlayersNumberRequest(gameNames)

playersNumberResponse(number, this.gameName)

createGame(connectionHandler, numPlayers, gameName)

alt [game name already present]

sendTextMessage("...")

sendMessageClient("...")

joinGameRequestgetGamesNames())

JoinGameRequest(gameNames)

[else]

new Controller(gameName, numberOfPlayers)

addHandler(connectionHandler)

setController(gameController)

chooseColorState(connectionHandler)

insertColor(colors)

ColorRequest(gameNames)

colorRequest(availableColors)

colorResponse(color)

setColor(connectionHandler, color)

alt [colorUnavailable]

ColorRequest(gameNames)

colorRequest(availableColors)

[else]

opt [not last player]

ShowWaitingForPlayers()

WaitingForPlayers()

waitingForPlayers()

PlayStartingCardRequest(startingCard)

playStartingCardRequest(startingCards.get(player))

ChooseStartingCardSide(card)
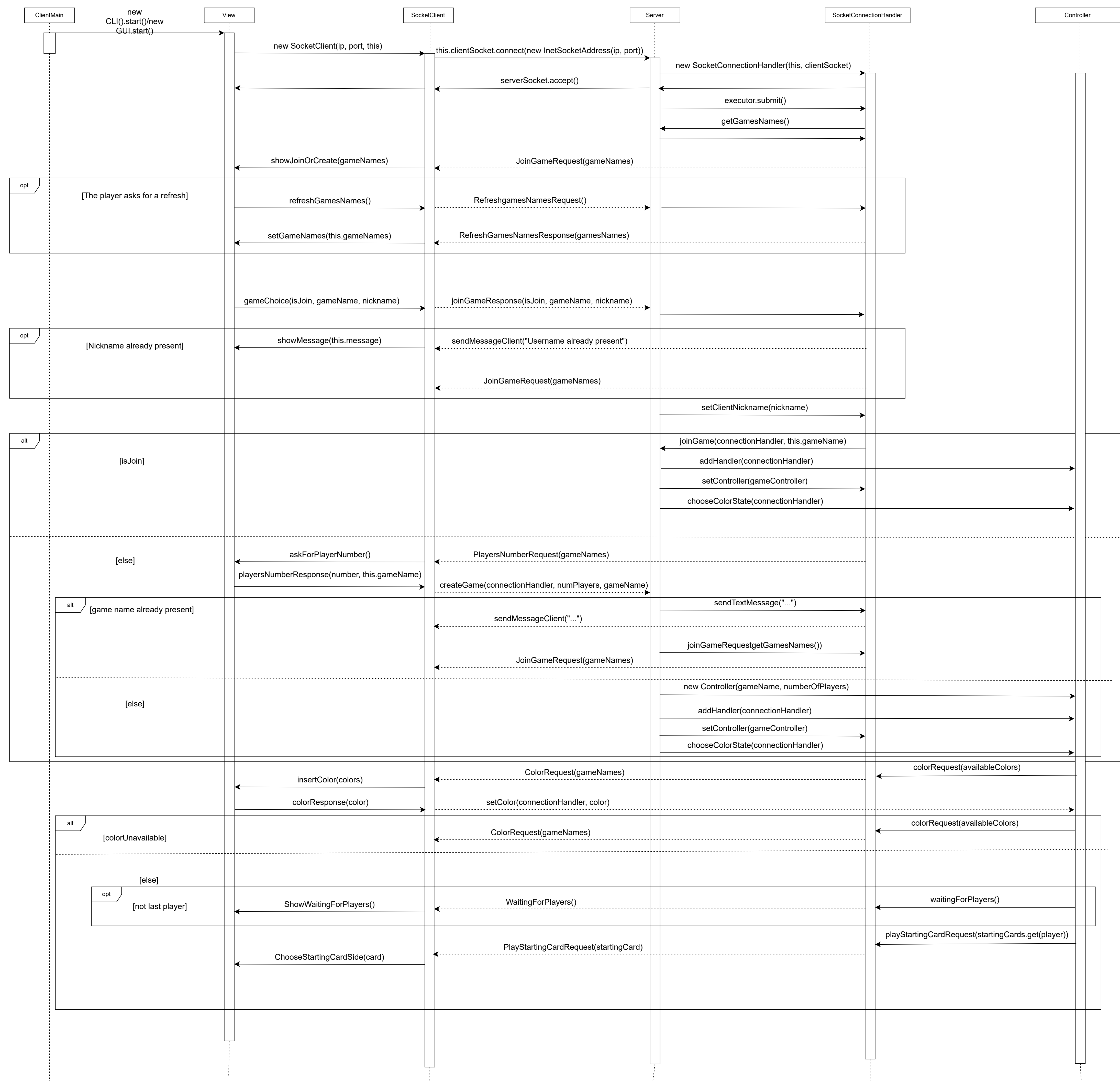
Firstly the client connects to the server, then it is asked to either join or create a new game. Afterwards it
is asked to enter his unique nickname.
If it decides to create a game the server asks the client for the number of players that are going to play.
After this process the client is added to the players of the chosen game.
When the desired number of players for the game is reached, the server send a
"playStartingCardRequest" and the game begins.