Netzwerkprotokoll:

CS: Client -> Server (Client -> ServerThreadForClient)
SC: Server-> Client (ServerThreadForClient -> ClientReaderThread)

	Transmitted Keyword	Player input (only CS) lowercase/uppercase ignored	Description
SC	NAM1		Server changes name
SC	QUIT		Player leaves the game
SC	HELP		Server shows list of possible keywords the player can use
CS	PLL1	playerlist	Player wants to see who is connected to the server
SC	PLL2 String		Server shows a list of currently connected players
CS	GML1	gamelist	Player wants to see open, ongoing and finished games
SC	GML2 String		gamelist will be printed
CS	HSC1	highscore	Player wants to see high score
SC	HSC2 String		Server shows high score
CS	CHAT	chat	Player joins chat
CS	WHP1 String	/*playername* String	Player sends a whisperchat
SC	WHP2 String		received whisperchat is printed
SC	EWHP		Prints an ERROR-Message if the chosen playername does not exist.
CS	IDK	idk	Cheatcode: does nothing
CS	BRC1	broadcastchat	Player enters Broadcast
SC	BRC2		Server announces that the player is in broadcastchat
CS	QBR1	quit broadcastchat	Player leaves Broadcast
SC	QBR2		Server announces to the player is not in the broadcastchat anymore
CS	CRE1	creategame	Player creates a new game with an individual game_ID
SC	CRE2 String		Player gets informed that the game is created und which game_ID it has
CS	JON1 String	join *game_ID*	Player joins a created game from the lobby with the fitting game_ID
SC	EJON String		Serves gives an ERROR if the game is full or/and started already or the game_ID does not exist
SC	JON2		Server announces that the player successfully joined the game and how many players are in the game
CS	STR1	start	Starts the game
SC	STR2		Informs Player that the game has started
SC	RNDS		Prints the number of rounds that are left
SC	YTRN		Informs the player that it's his turn
SC	DICE		Shows how many moves the player got (left) this round
CS	HXXD	up	Player moves a block up ingame

CS	DXXN	down	Player moves a block down ingame
CS	LXXT	left	Player moves a block left ingame
CS	RXXT	right	Player moves a block right ingame
SC	ERMO		Informs the player that the move is invalid
SC	POIN		Show the player how many points he got for this move
SC	POIC		Shows the player that he got extra points for getting a coin
SC	SCOR		shows the score of the player
SC	STPX		Prints that there are no more moves left
SC	EVEN		Server announces that an event is happening (flood or earthquake)
SC	DEAD		Informs the player that he was hit by an event
SC	MIPO		Player gets minus points
SC	NTRN		Informs the players that the next round starts
SC	RNDX		Informs players that there are no more rounds left
SC	RNDA		Server adds an extra round if there is an even score at the end of the game between two or more players
SC	WINX		Server announces winner
SC	HGHN		Informs the player that a new highscore was added
SC	ENDX		Server closes game