|  |  |
| --- | --- |
| Client request | Server response (If success) |
| (On Connection)  <Player ID> | “SUCCESS”  <Player ID>< has joined the Game>  <Number of Players>  <Player ID>  <Player ID>  <Ball><Player ID>  … |
| Pass Ball<Player ID> | (Perform transfer)  <Player ID>“Passed ball to”<Player ID> |
| Leave | <Player ID>”has Left the game”  <Number of Players>  <Player 1><Player ID>  <Player 2 - Ball><Player ID>  … |
| Leave with ball | <Player ID>”has Left the game”  “The server has passed the ball to : ”<Player ID> |

telnet localhost 8888

|  |  |
| --- | --- |
| Client request | Client Request(If success) |
| (On connection)  <Player ID> | “Welcome” |
|  |  |