

The server instantiates the socket and open the listening, then, if the client tries to connect with the correct port, the server accepts it, creating a ClientHandler object, which will represent the client for the server, and a thread to manage the client requests.

After verifying the connection with a ping message and the client has chosen CLI or GUI interface, the server asks to the client the access credentials to login.

If login is successful, the server asks the client if wants to play as a Single Player or in a Multiplayer match. In each case, if there is an available room, the client is inserted in this last one, the game is created and gets started.

