* Client connects
* **Phase 1:**
* Server sends expected protocol version, client responds with its own
* If it is not the same, the client is disconnected
* **Phase 2:**
* Server requests connection information:
* Username
* Unreliable band port
* …
* If client does not respond by 5000ms after attempt started, the client is disconnected
* Otherwise set clients[client\_count]->connected to true, client is now connected