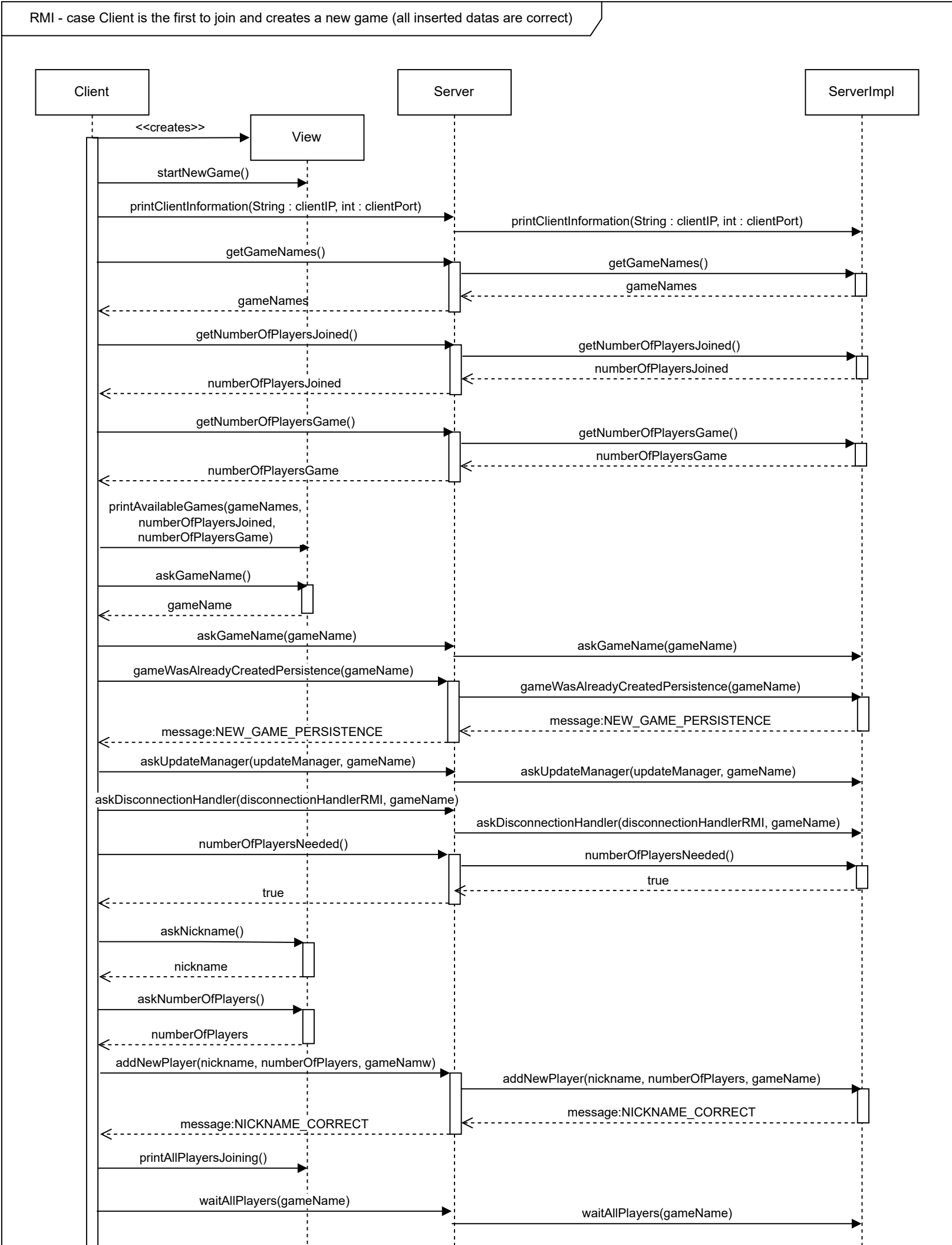


RMI - case Client is the first to join and creates a new game (all inserted datas are correct)



RMI - case Client is the second to join and the first to play (all inserted datas are correct and there are two users to play)

