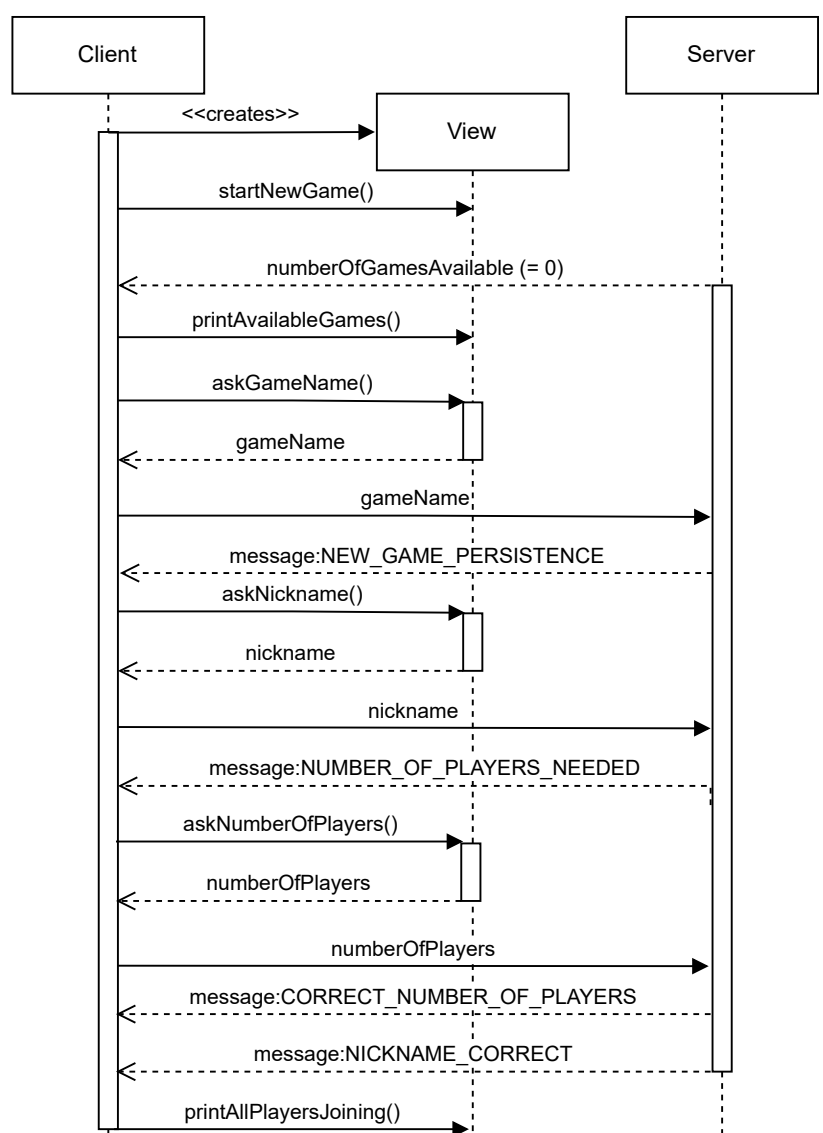


SOCKET - case Client is the first to join (all inserted datas are correct) and creates the first game



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

