```
┌─────────────┐      ┌─────────────┐      ┌─────────────┐
│   Client 1  │      │   Client 2  │      │   Client n  │
└─────────────┘      └─────────────┘      └─────────────┘

                  ┌───────────────────────┐         ┌──────────────────┐
                  │                       │────────▶│   Receptionist   │
                  │        Server         │         └──────────────────┘
                  │                       │
                  └───────────────────────┘

                           ┌──────────────┐    ┌──────────────┐
                           │   Pending    │────│   Service    │
                           └──────────────┘    └──────────────┘

   ╭──────────────────────╮
   │    communicates      │          ┌──────────────────────┐
   ╰──────────────────────╯          │   Server Database    │
                                     └──────────────────────┘
```

Pre – chat communication
Uses RSA (Asymmetric)
Sends public key on connect
Server keeps Secret key hidden

Client

Server

Options
Print enemy list
"" friends "
" sent "
" received "
" send "
" accept "
" exit "
" invite "
" more "
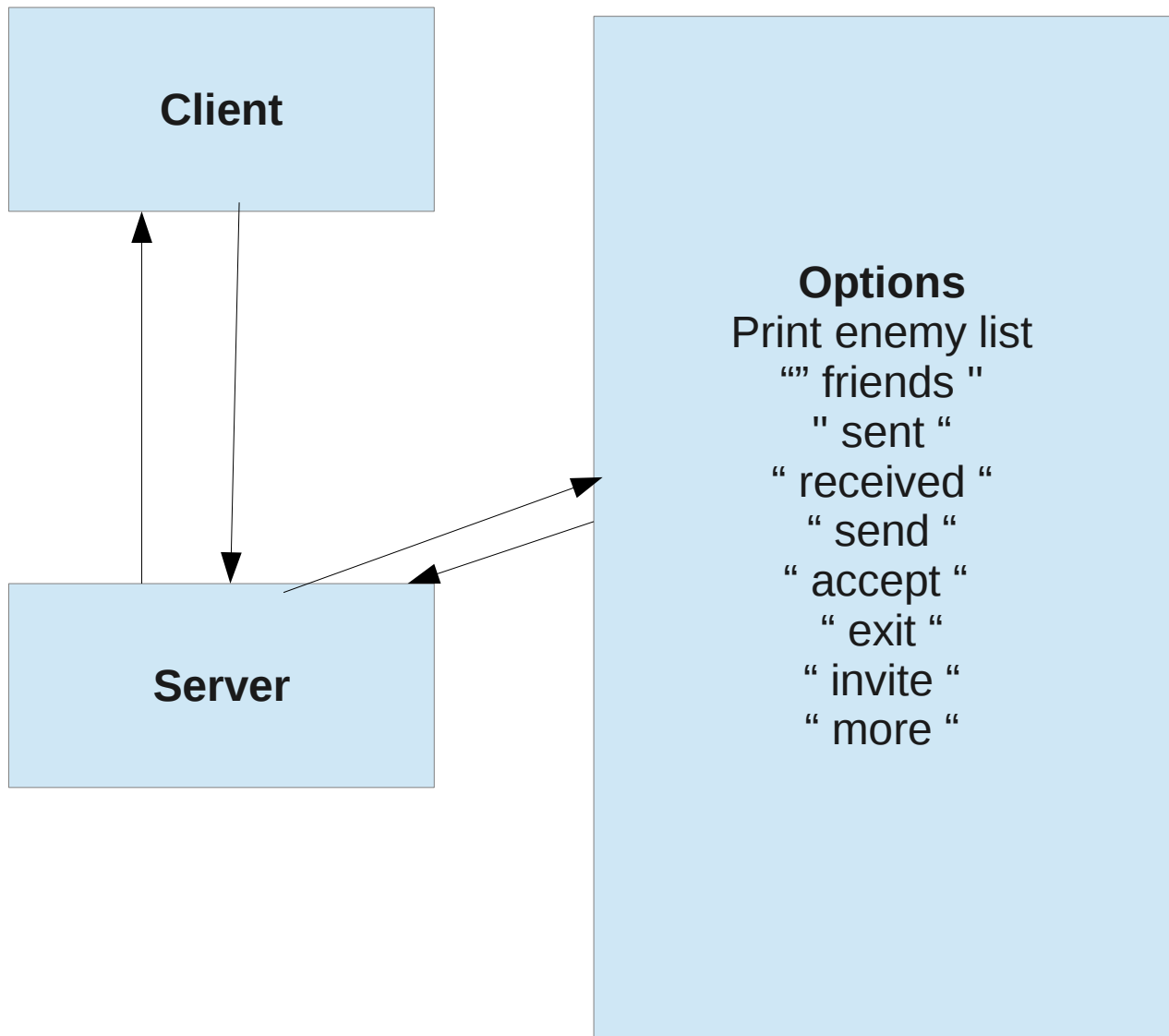
In – chat communication
Uses AES in CBC mode (Symmetric)
Sends public key on connect
Server keeps Secret key hidden

Client X

Service X

Server

Service Y

Client Y