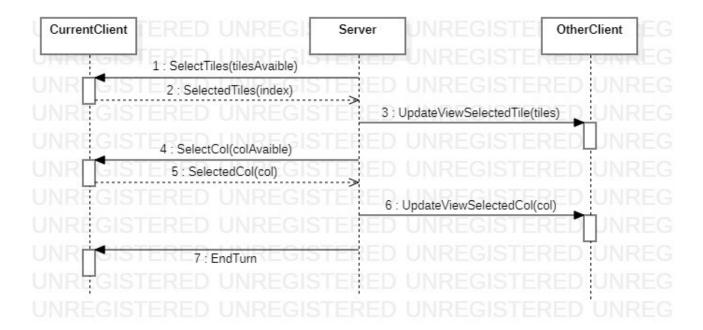
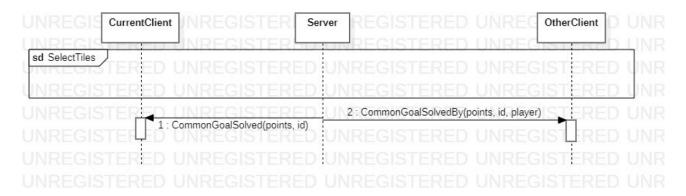


After establishing a new connection with the MainServer, a new Thread "ClientHandler" is created. The Thread takes over the MainServer to handle the connection with the client. After doing so the MainServer goes back to a listening state. After a successful login the NetworkHandler(client) is asked to choose between creating a new lobby or joining an existing one. After creating or joining a lobby an update containing the lobbies status is sent to all connected clients that are choosing a lobby.



Messages on the left side are exchanged between the NetworkHandler and the ClientHandler of the current client. Messages on the right side are sent by MainServer to all the other ClientHandler which will proceed to forward those messages to the corresponding clients.



After selecting and putting the tiles in the shelf's slots, if a common goal is solved a notification is sent to all clients and the score is updated.