

Player Client 1

Laink Game Server

Player Client 2

Waiting for clients

Connect to Server

Thread/Socket1

Wait for Message from 1

Game Supported?

Wait for Message

Check Games

Wait for Message from 1

Start Game

Wait for Message

CreateOrJoin
AddSocketToGame
@game.enoughPlayers? (no)
SleepThreadUnlessEnough

@game

*Not thread-local
has an array of sockets
keeps track of which socket has a turn
keeps track of the board
knows how to validate & apply moves*

Thread/Socket2

Wait for Message from 2

Connect to Server

Game Supported?

Wait for Message

Check Games

Wait for Message from 2

Start Game

Wait for Message

CreateOrJoin
AddSocketToGame
@game.enoughPlayers? (yes)
@game.currentSocket.play()

What's your Move?
Wait for Message from 1

Calculate Move

Wait for Message

@game.applyMove()
@game.finished? (no)
@game.currentSocket.play()

What's your Move?
Wait for Message from 2

Calculate Move

Wait for Message

@game.applyMove()
@game.finished? (no)
@game.currentSocket.play()

What's your Move?
Wait for Message from 1

Calculate Move

Wait for Message

@game.applyMove()
@game.finished? (no)
@game.currentSocket.play()

What's your Move?
Wait for Message from 2

Calculate Move

Wait for Message

@game.applyMove()
@game.finished? (yes)
sendGameOver()

All Done

socket.close

@game.wakeOtherThreads
@game.die
socket.close

All Done

