**Nickname**

Insert your nickname\n

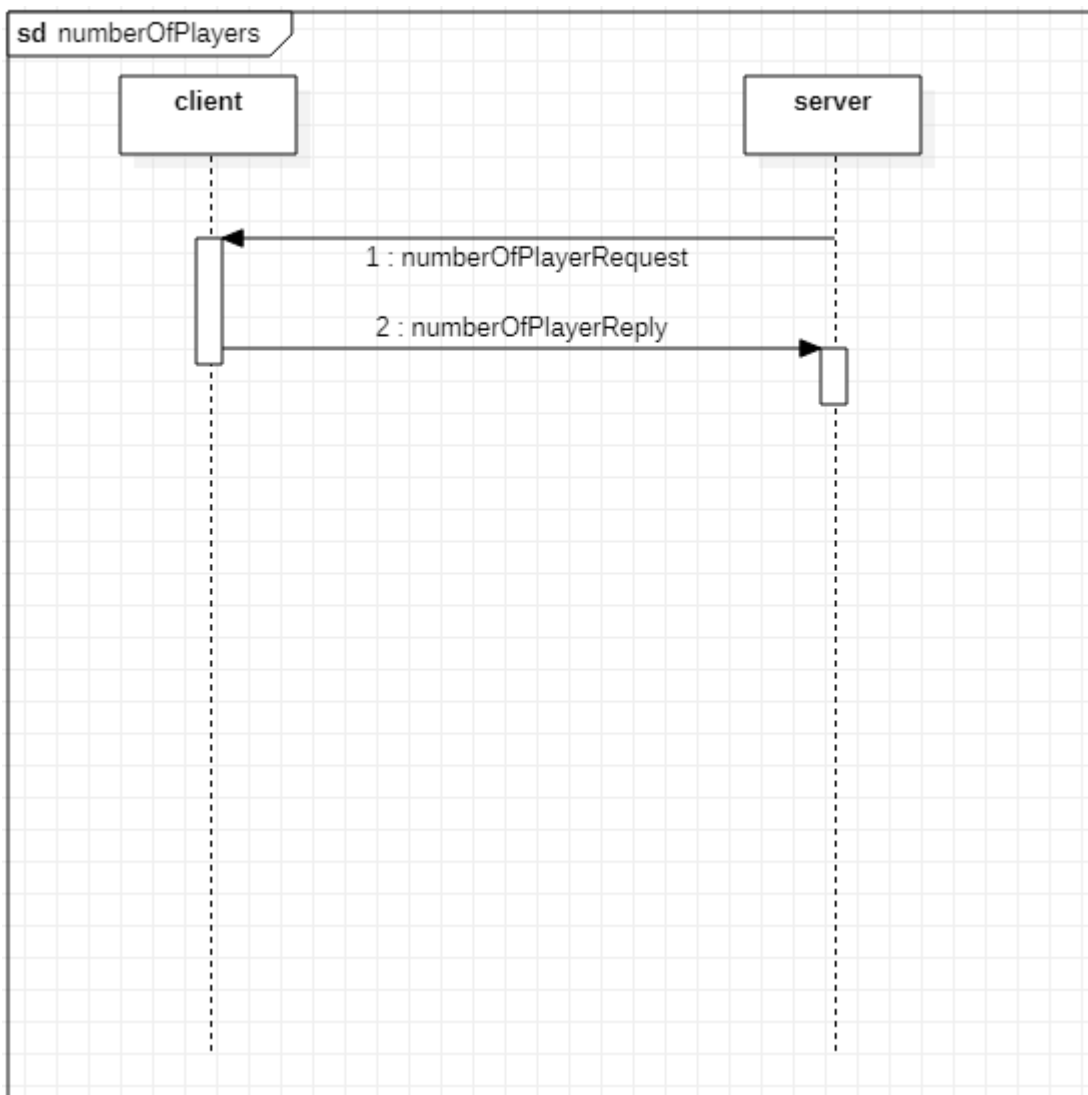**SetupMessage**

"nickname"=…

If the nickname isn't accepted

**InvalidNickname\n**
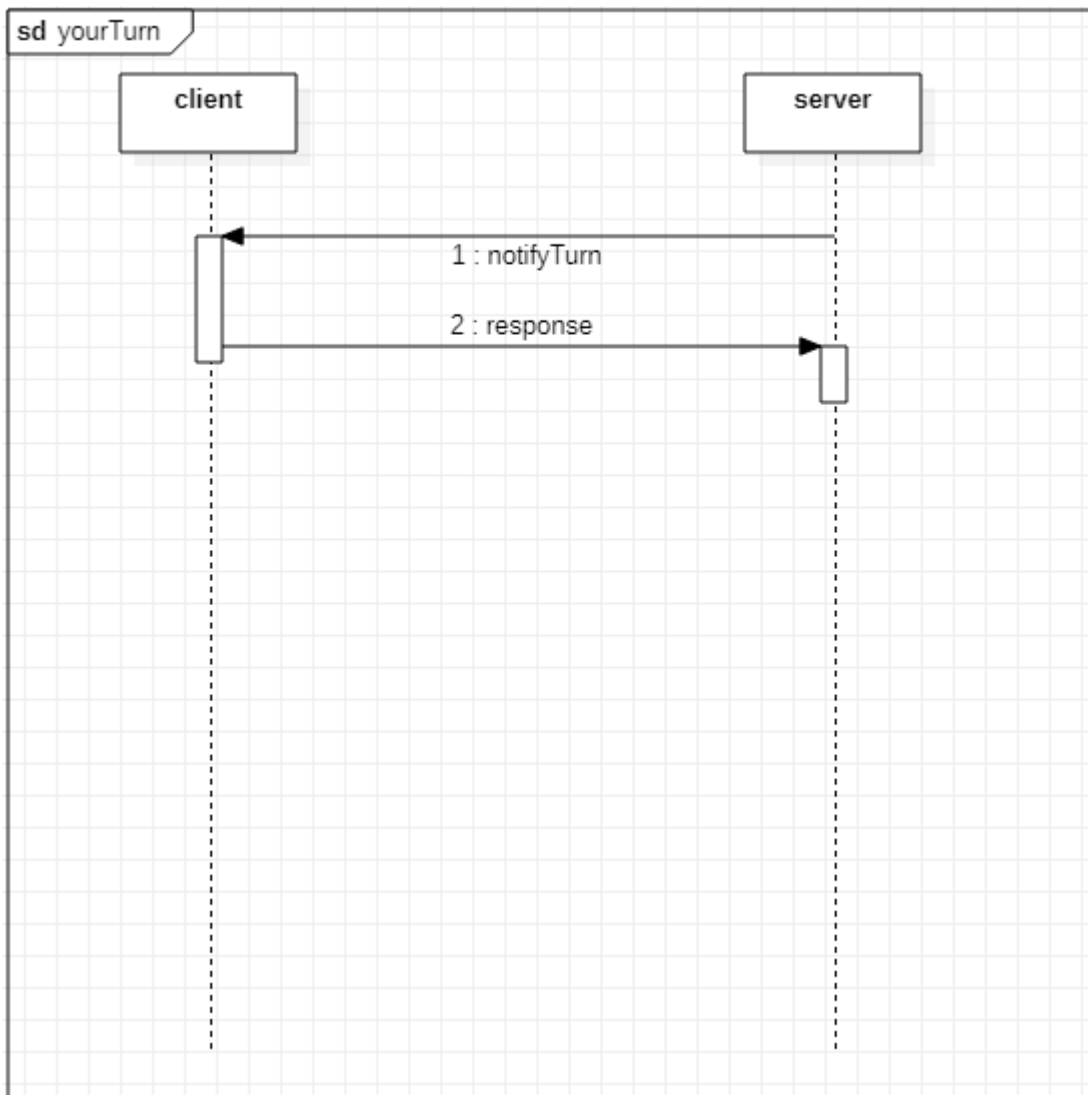
**SetupMessage**

"nickname"=…

**sd** numberOfPlayers

| client | server |

1 : numberOfPlayerRequest

2 : numberOfPlayerReply

**NumberOfPlayerRequest\n**

**NumberOfPlayerReply**

"players"=…

**NotifyTurn\n**

**Response**

It depends which action the player chooses:

- **DiscardLeader** "id"=…
- **ActivateLeader** "id"=…
- (modify warehouse) **DepotMessage** "dummyWarehouse"=…
- (activateProduction) depends which production the player wants to activate:
  **ActivateDevProd** "id[]"=["id1"=…, …, "idN"=…] / **ExtraProductionToActive** {"id"=…, "res"=…} / **ActivateBaseProd** "resources[]"=["res1"=…, "res2"=…, "res3"=…]
- **BuyDev** {"position"= ["row"=…, "column"=…]}
- **BuyMarket** {"rowOrColumn"=…, "num"=…}
- **RemoveResource** "id"=…
- **SeePlayerboard** "name"=…
- **Endturn\n**
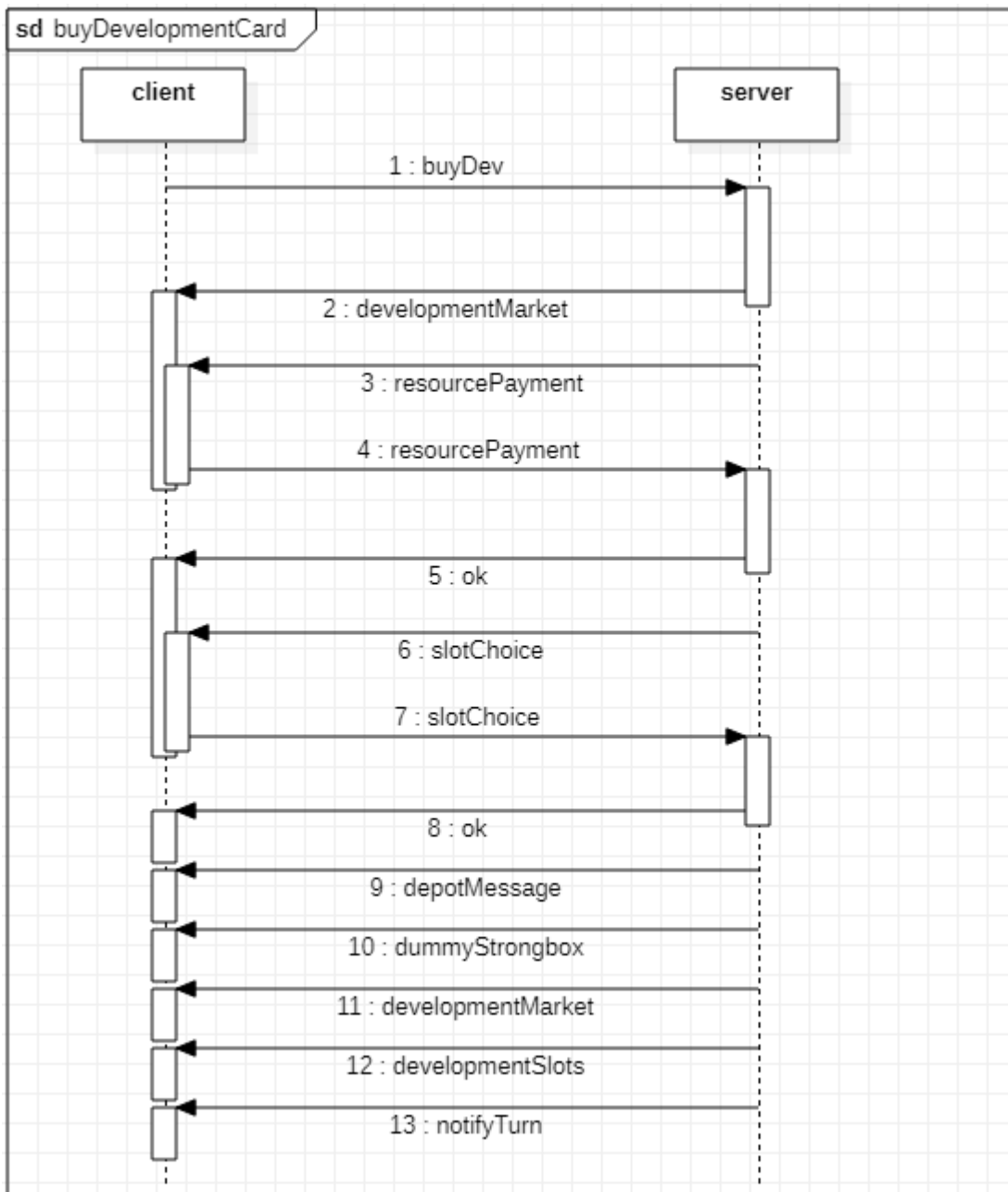
**BuyDev**

"coordinates"=["row"=…, "column"=…]

**DevelopmentMarket**

"dummyDevelopmentCards[][]"=["dev00"=…, "dev01"=…, …, "dev34"=…]

**ResourcePayment (server)**

"resources[]"=["res1"=…, …, "resN"=…]

**ResourcePayment (client)**

"id[]"=["id1"=…, …, "idN"=…]

**Ok\n**

**SlotChoice (server)\n**

**SlotChoice (client)**

"slot"=…

**Ok\n**

**DepotMessage**

"dummyWarehouse"=…

**DummyStrongbox**

"dummyStrongbox"=…

**DevelopmentMarket**

"dummyDevelopmentCards[][]"=["dev00"=…, "dev01"=…, …, "dev34"=…]

**DevelopmentSlots**

"developmentCards[]"=["dev1"=…, "dev2"=…, "dev3"=…]

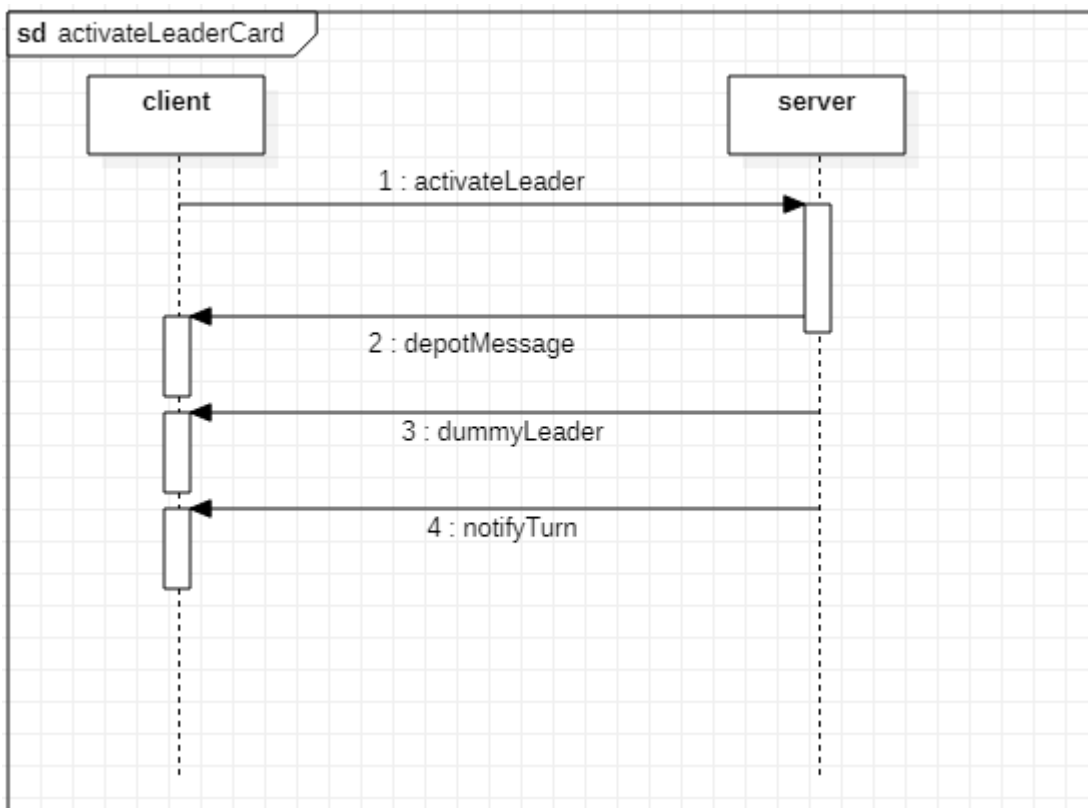**NotifyTurn\n**
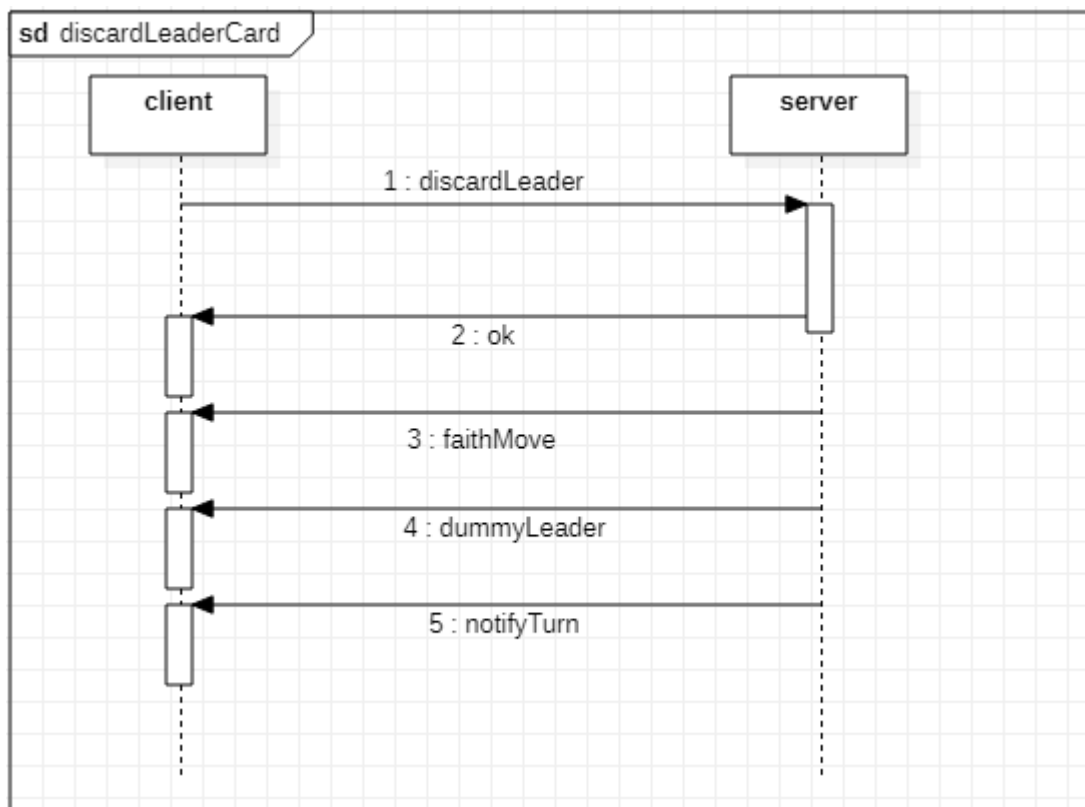
**DiscardLeader**

"id"=…

**Ok\n**

**FaithMove**

"pos"=…

**DummyLeader**

"leaderCards"=["card1"=…, "card2"=…, "card3"=…, "card4"=…]

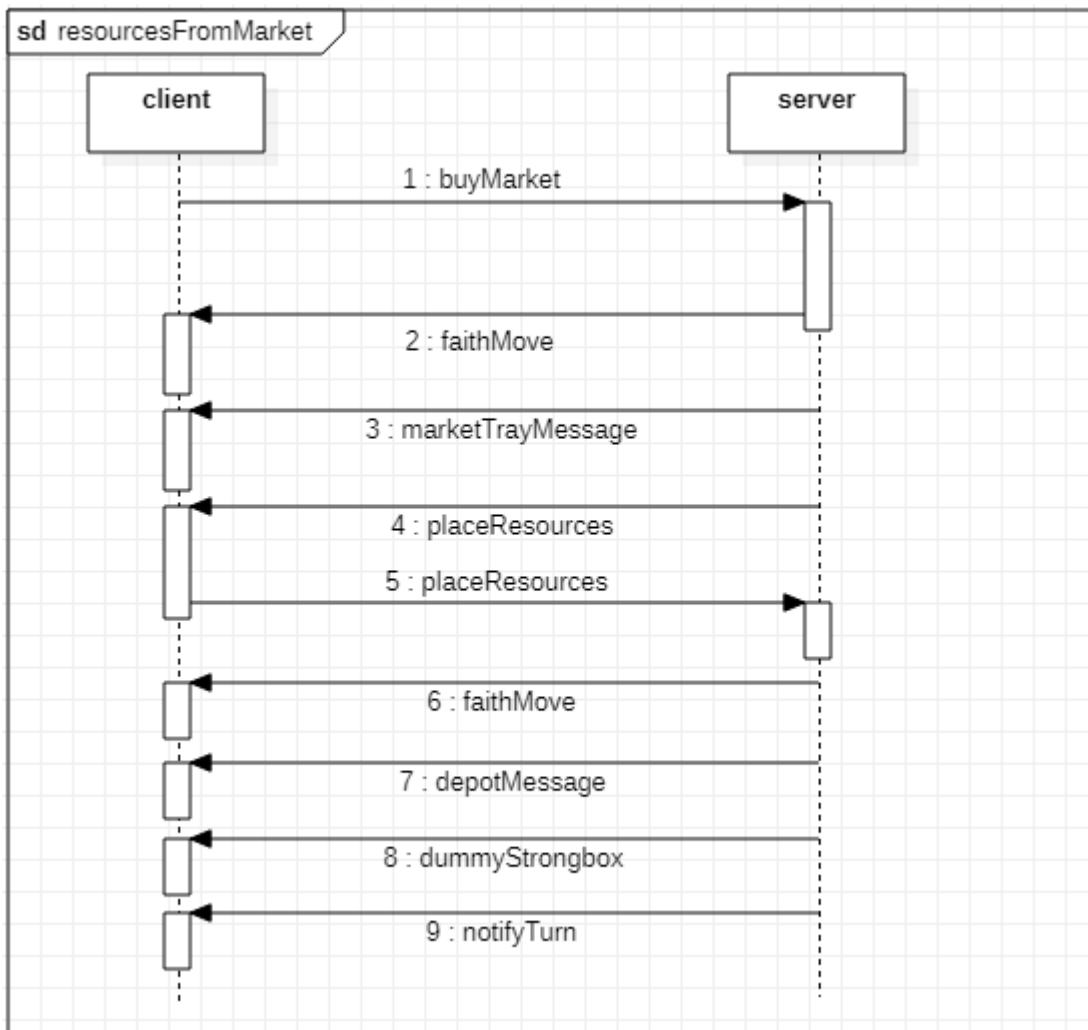**NotifyTurn\n**

**ActivateLeader**

"id"=…

**DepotMessage**

"dummyWarehouse"=…

**DummyLeader**

"leaderCards"=["card1"=…, "card2"=…, "card3"=…, "card4"=…]

**NotifyTurn\n**

**BuyMarket**

{"rowOrColumn"=..., "num"=...}

**FaithMove**

"pos"=...

**MarketTrayMessage**

"marketTray"=...

**PlaceResources (server)**

"resources"=["res1"=..., ..., "resN"=...]

**PlaceResources (client)**

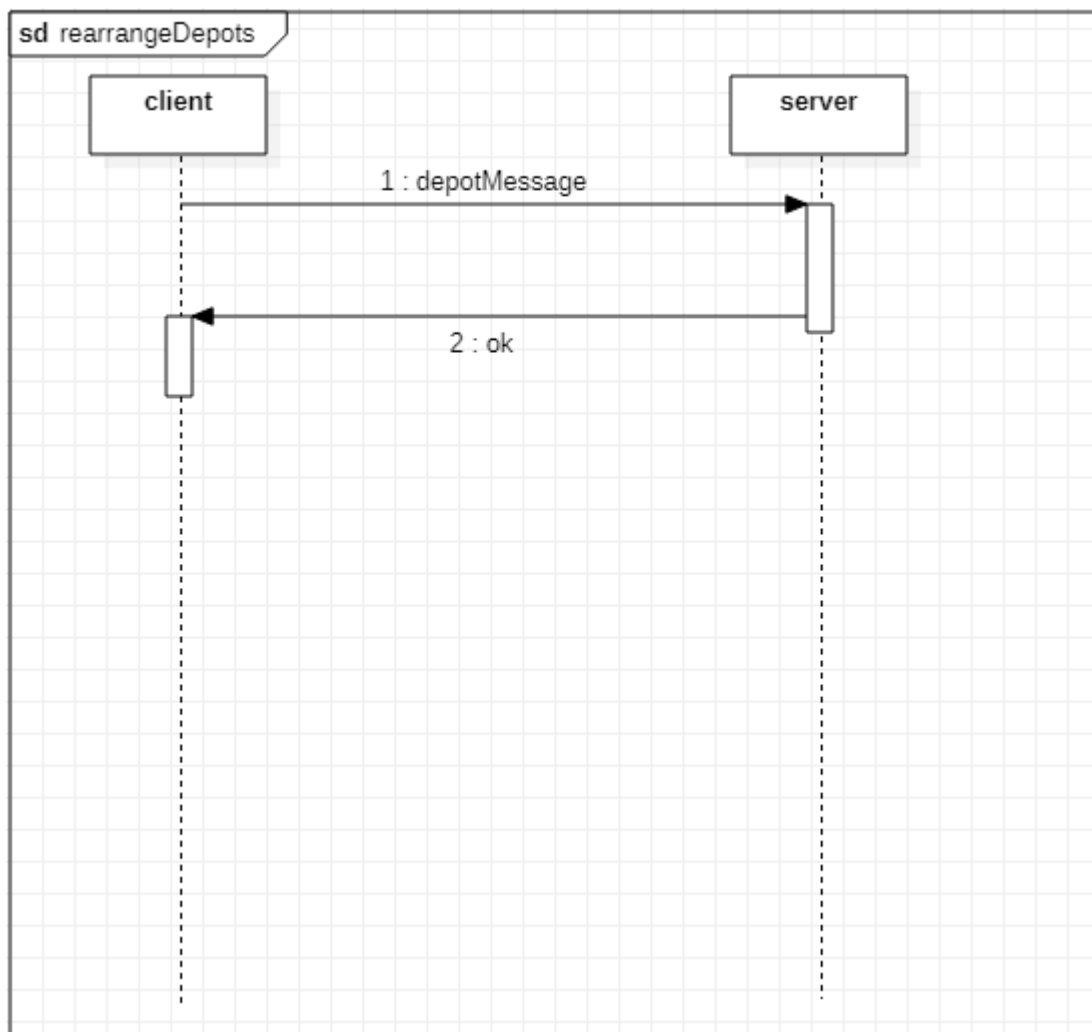"ids[]"=["id1"=..., ..., "idN"=...]

**FaithMove**

"pos"=...

**DepotMessage**

"dummyWarehouse"=…

**DummyStrongbox**

"dummyStrongbox"=…

**NotifyTurn\n**

**DepotMessage**

"dummyWarehouse"=…

**Ok\n**
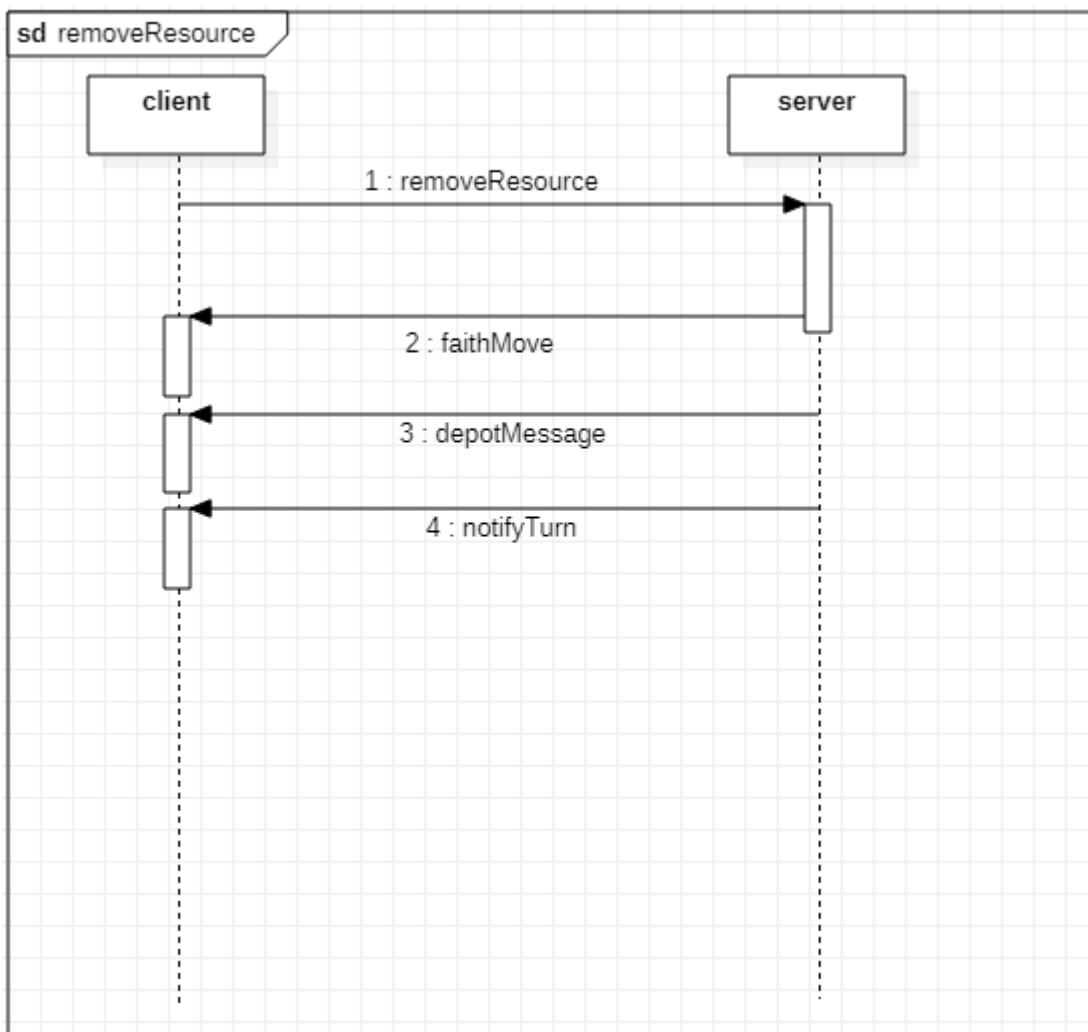
**RemoveResource**

"id"=…

**FaithMove**

"pos"=…

**DepotMessage**

"dummyWarehouse"=…

**NotifyTurn\n**
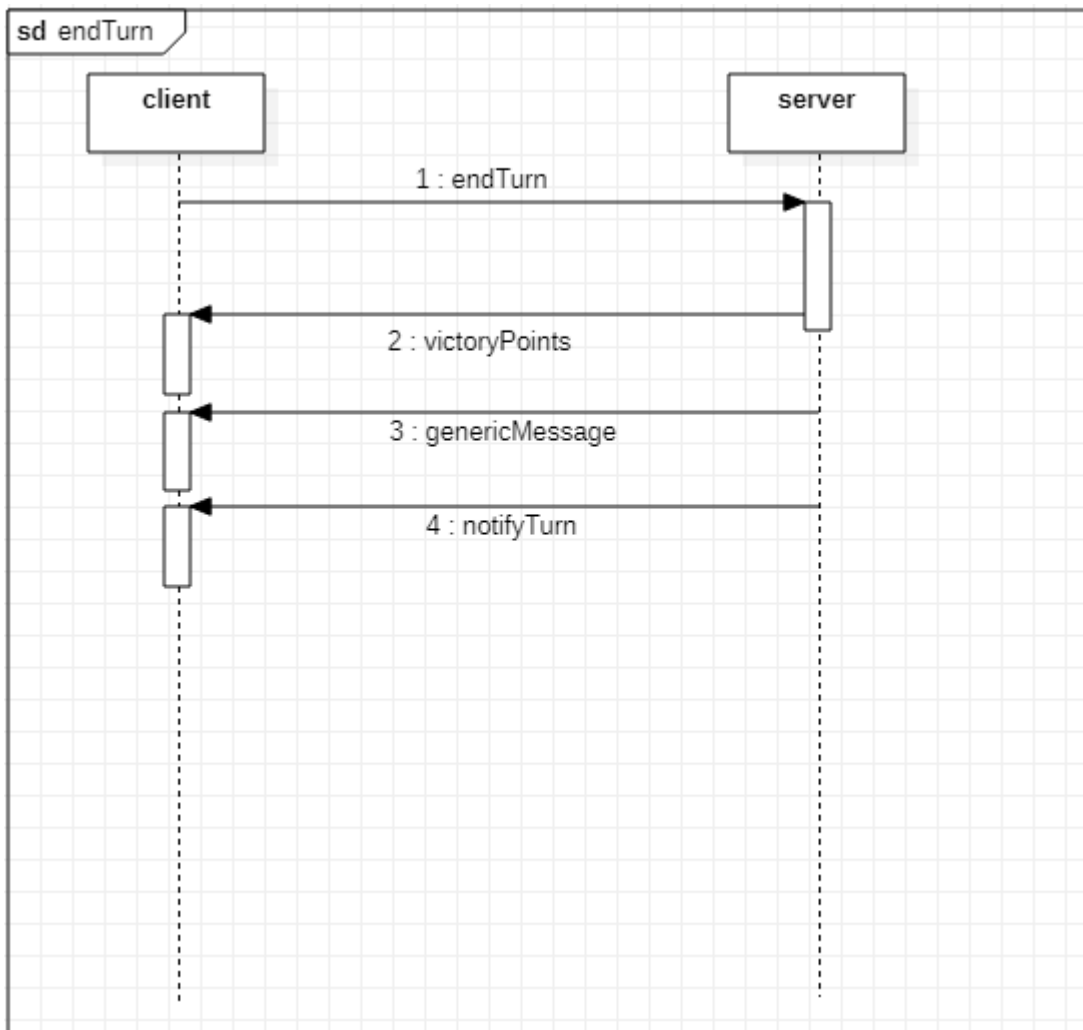
**EndTurn\n**

**VictoryPoints**

"points"=…

**GenericMessage**

Your opponent picked …\n

**NotifyTurn\n**
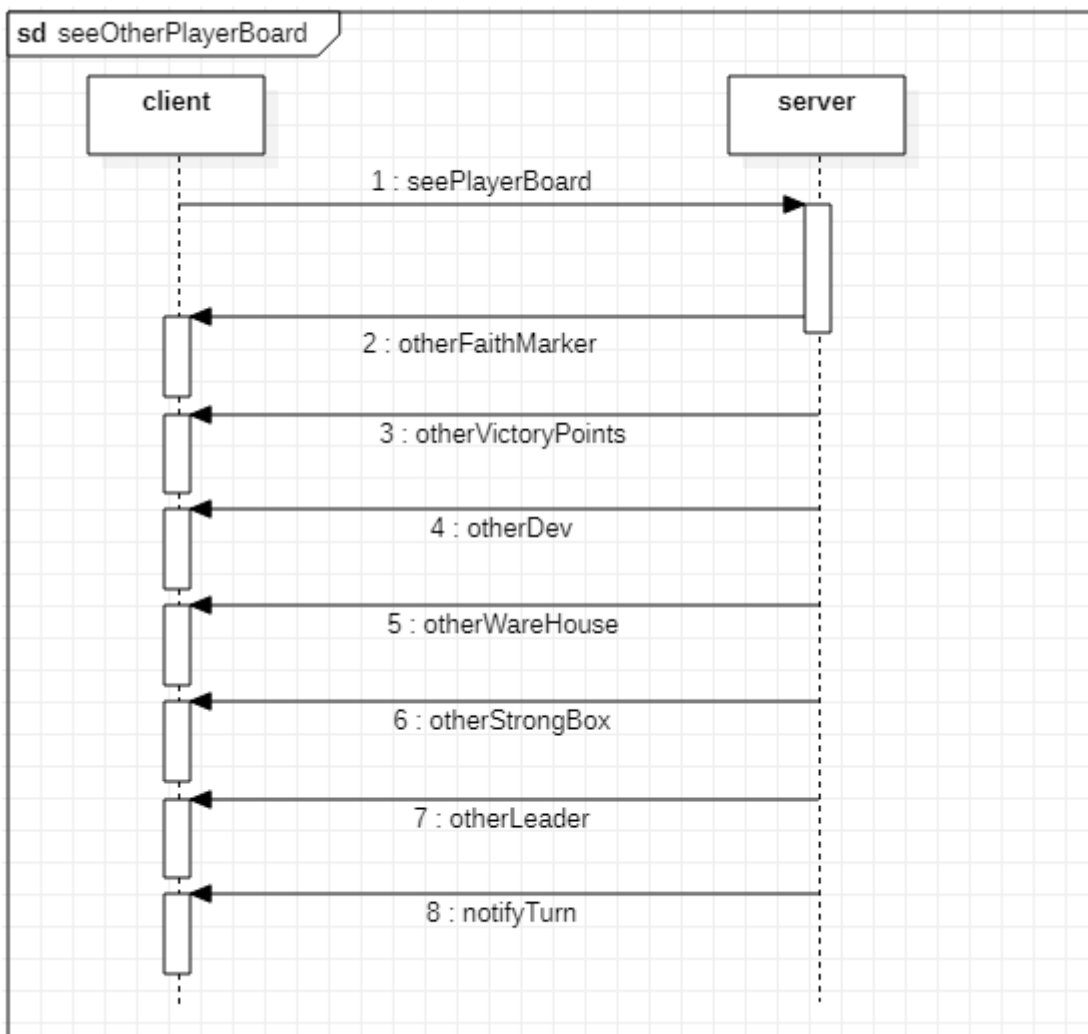
**SeePlayerBoard**

"name"=…

**OtherFaithMarker**

"pos"=…

**OtherVictoryPoints**

"points"=…

**OtherDev**

"developmentCards[]"=["slot1"=…, "slot2"=…, "slot3"=…]

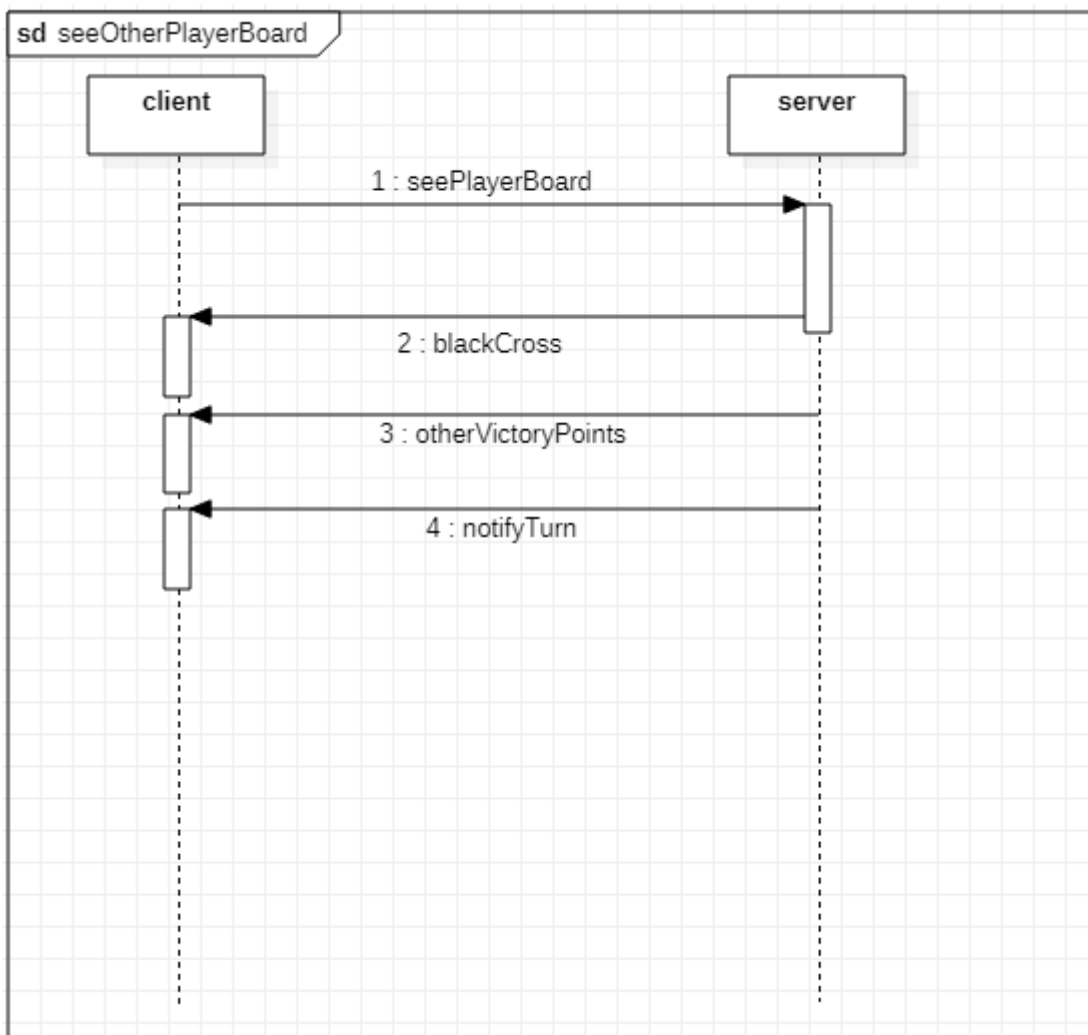**OtherWareHouse**

"dummyWareHouse"=…

**OtherStrongBox**

"strongbox"=…

**OtherLeader**

"leaderCards"=["led1"=…, "led2"=…]

**NotifyTurn\n**

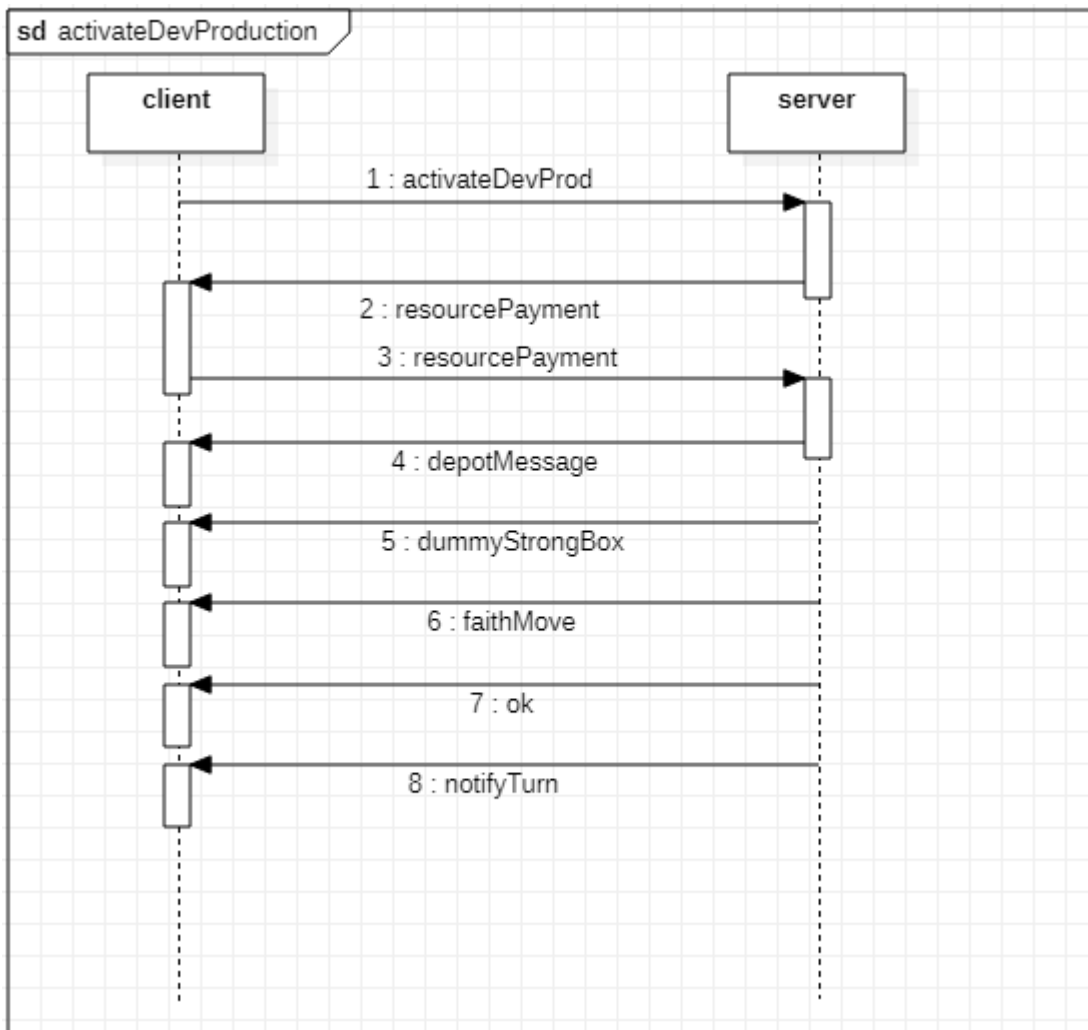If is a singlegame



**SeePlayerBoard**

"name"=…

**BlackCross**

"pos"=…

**OtherVictoryPoints**

"points"=…

**NotifyTurn\n**

**ActivateDevProd**

"id[]"=["id1"=…, …, "idN"=…]

**ResourcePayment (server)**

"resources[]"=["res1"=…, …, "resN"=…]

**ResourcesPayment (client)**

"ids[]"=["id1"=…, …, "idN"=…]
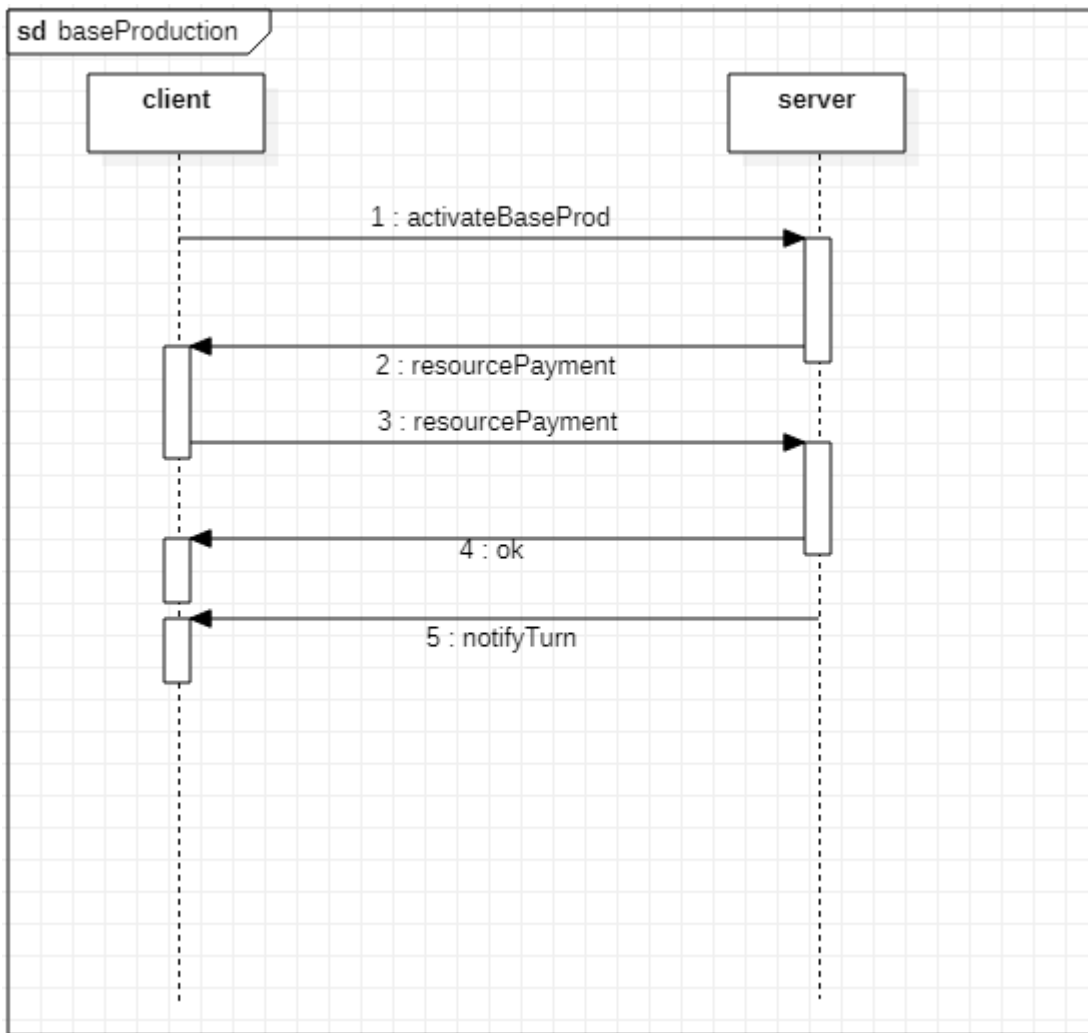
**DepotMessage**

"dummyWarehouse"=…

**DummyStrongbox**

"dummyStrongbox"=…

**FaithMove**

"pos"=…

**Ok\n**                    **NotifyTurn\n**

**sd baseProduction**

client → server

1 : activateBaseProd
2 : resourcePayment
3 : resourcePayment
4 : ok
5 : notifyTurn

**ActivateBaseProduction**

"resources[]"=["res1"=…, "res2"=…, "res3"=…]

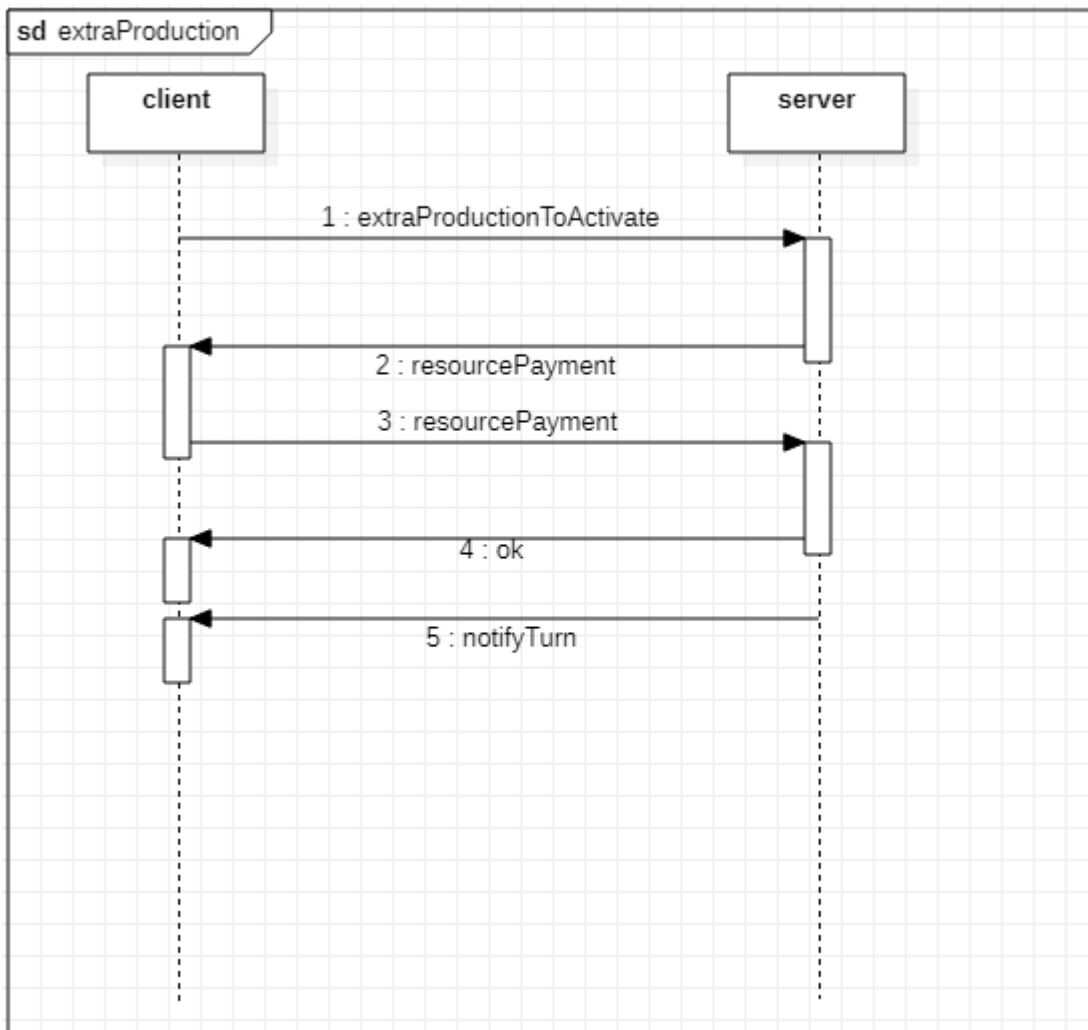**ResourcePayment (server)**

"resources[]"=["res1"=…, "res2"=…]

**ResourcesPayment (client)**

"ids[]"=["id1"=…, "id2"=…]

**Ok\n**

**NotifyTurn\n**

**ExtraProductionToActive**

{"id"=…, "res"=…}

**ResourcePayment (server)**

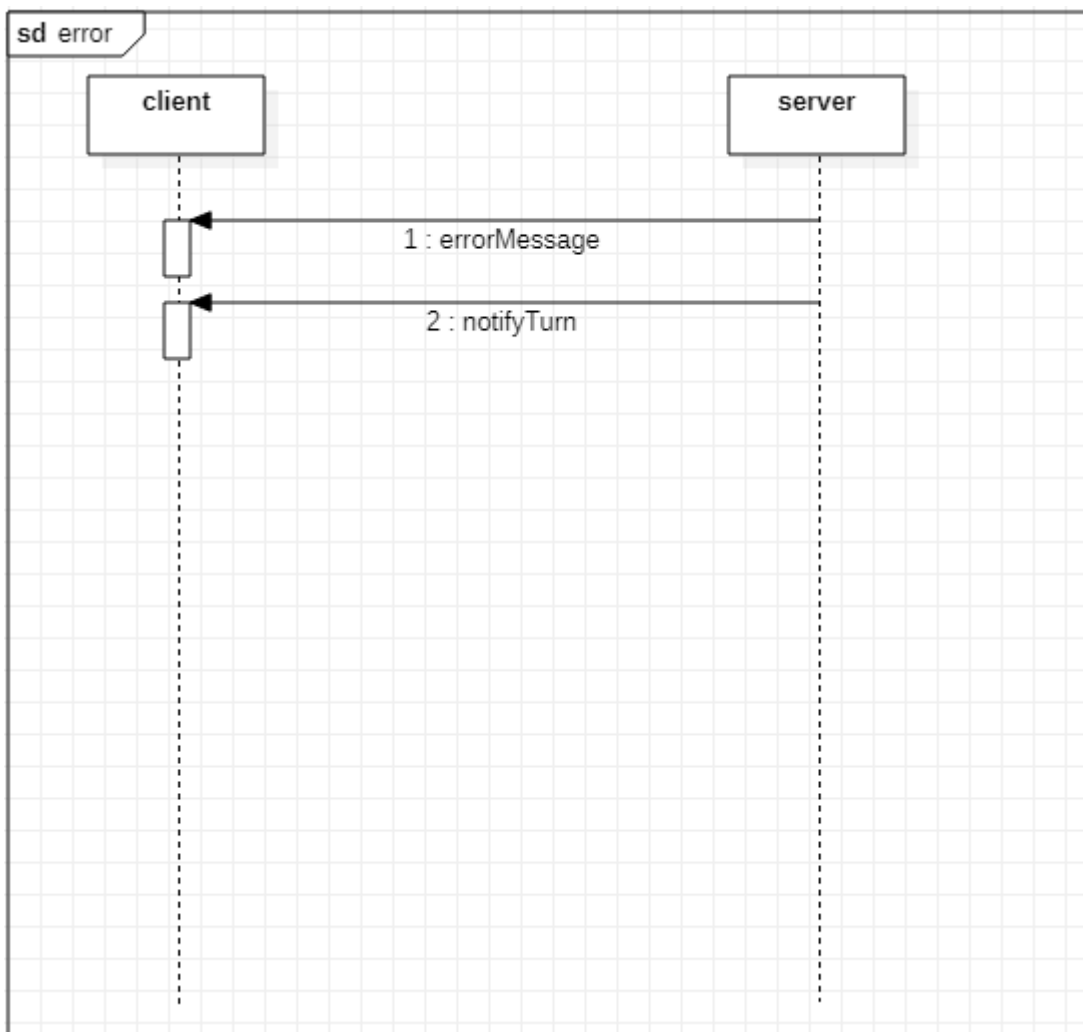"resources[]"=["res1"=…, …, "resN"=…]

**ResourcesPayment (client)**
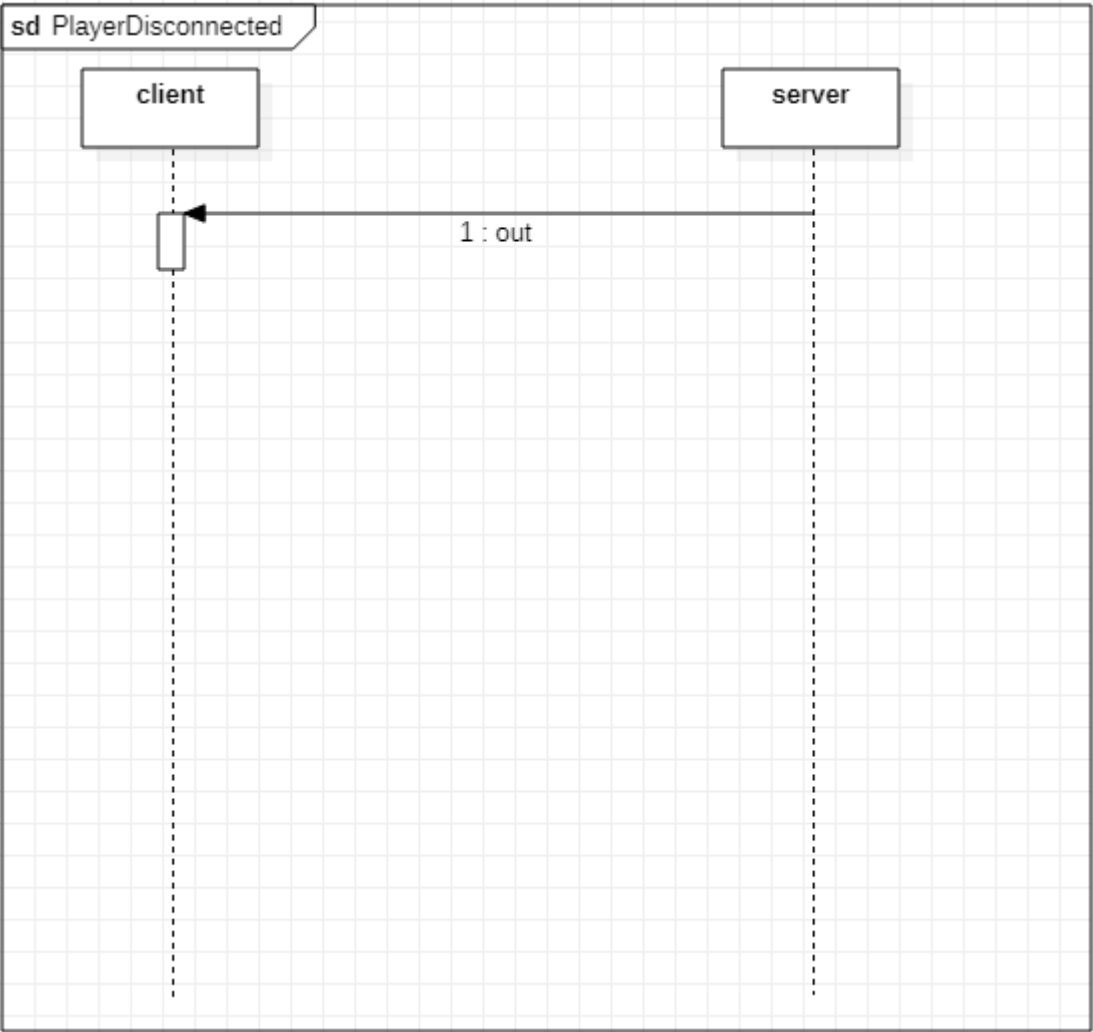
"ids[]"=["id1"=…, …, "idN"=…]

**Ok\n**

**NotifyTurn\n**

## If the player does an action not possible to do



sd error

client      server

1 : errorMessage

2 : notifyTurn

**ErrorMessage\n**

**NotifyTurn\n**

## If the server disconnects a player from the game for any reason

```
sd PlayerDisconnected

      client                              server

                      1 : out

```

**Out\n**