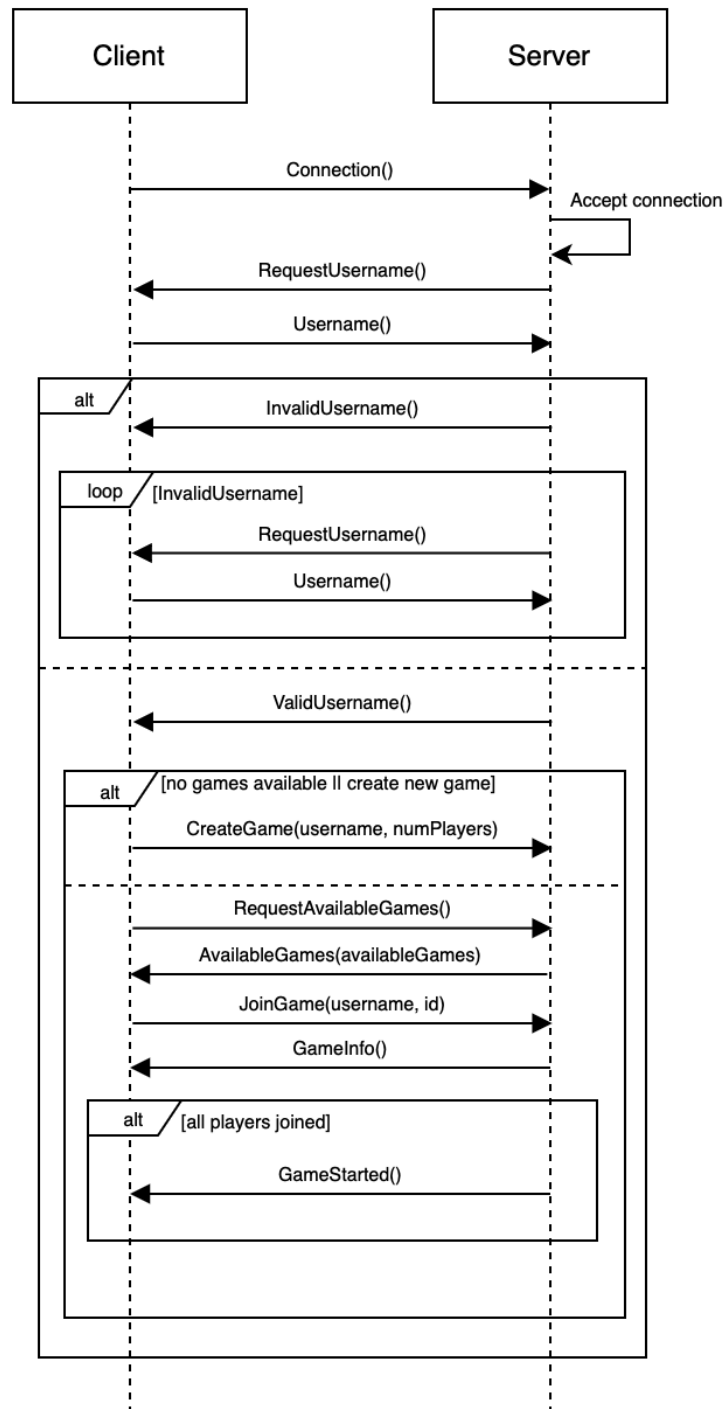


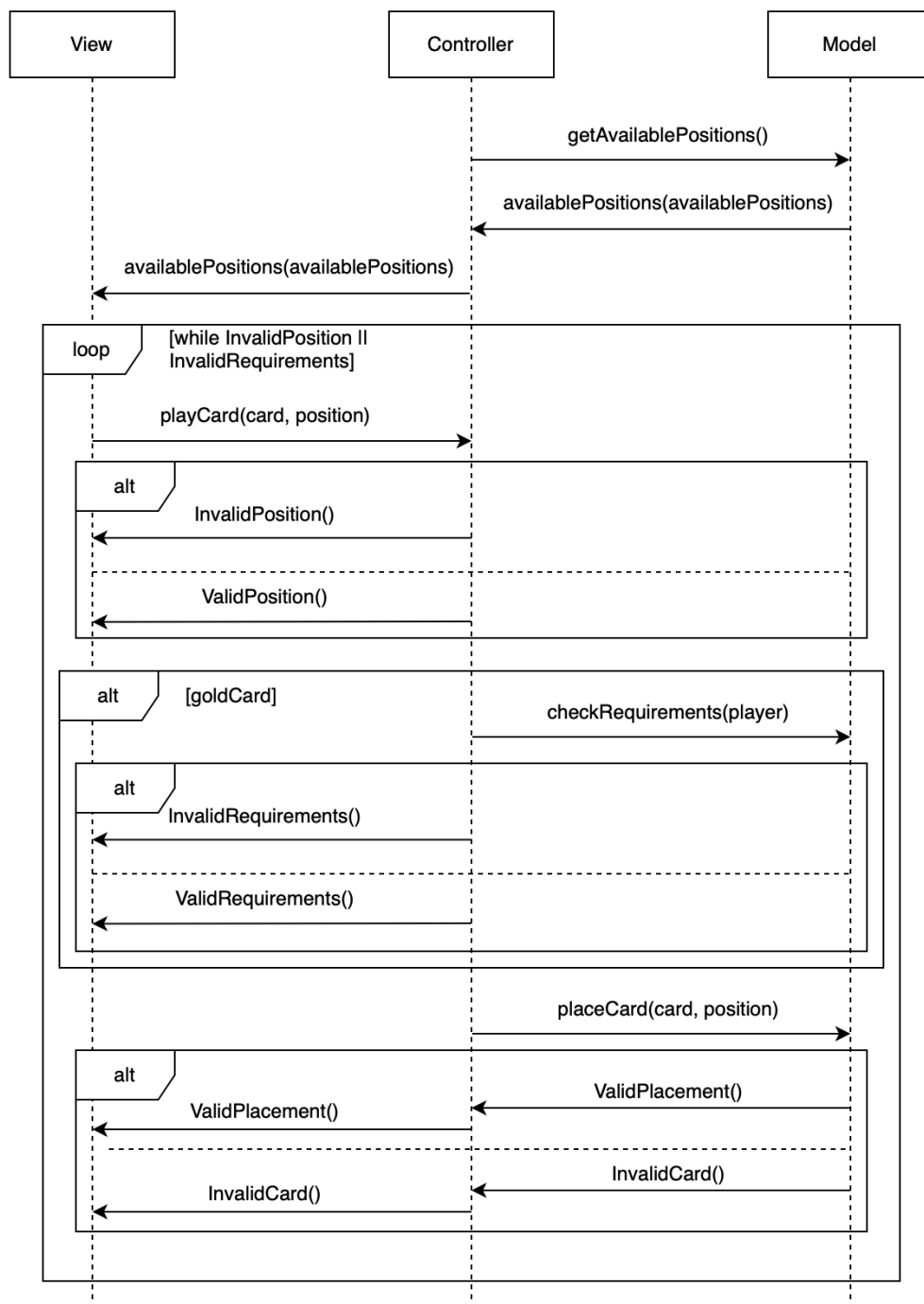
# SEQUENCE DIAGRAMS

## 1. PLAYER GAME ACCESS



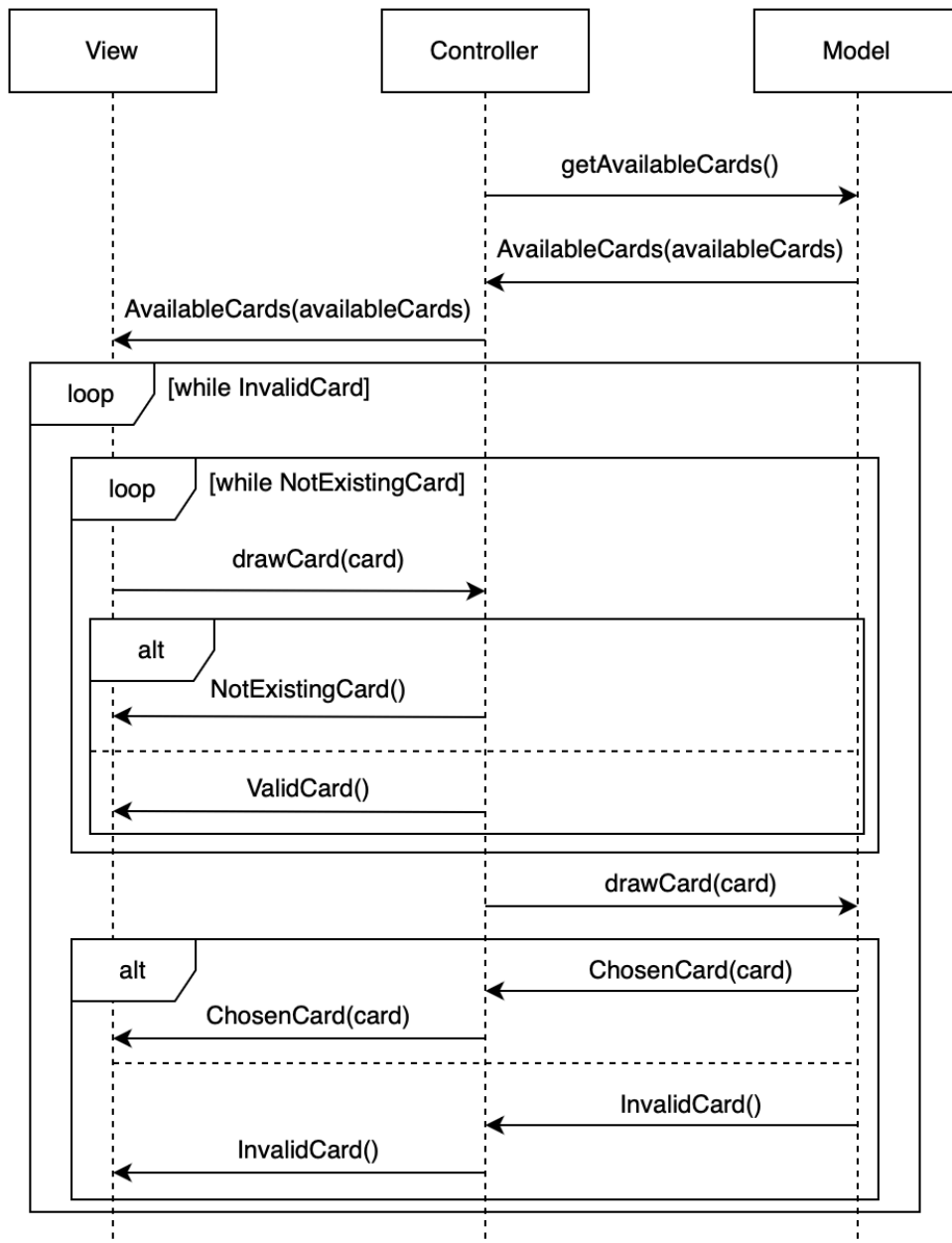
After the client sends a connection message, the server accepts the connection and asks for the client's username to be used in the game. If the username is invalid because it is already in use, the server will prompt the client to enter a new username until a valid one is provided. Once a valid username is established, the client can choose to either create a new game or join an existing one. If the client decides to create a new game, it will send a request to the server to do so. If the client chooses to join an existing game, it will request a list of available games from the server and then select one to join.

## 2. PLAYING A CARD FROM ONE'S HAND



The first message is used to obtain the available positions to play a card. When the view receives this information, it sends a message to play a card by specifying the card and the desired position. The controller checks if the position is valid. If the card is a gold card, the controller sends a message to the model to verify if the requirements for placing the card are met. Finally, if everything is valid, the controller sends a message to the model to place the specific card in the specified position. The model then sends back a response indicating whether the card was placed correctly.

### 3. DRAW A CARD



The controller sends the first message to the model to request the available cards that can be drawn. When the view receives the response, it sends a message to draw a card, specifying the desired card in the message. The controller then checks if the card exists and, if it doesn't, it prompts the view to make a new selection. Once a valid card is chosen, the controller sends a message to the model to draw that specific card. The server then responds either with the chosen card or with a message indicating that the requested card is invalid.