Place Component

alt **[PlaceHandComponentAndPickHiddenComponent]**

Client → Server: PlaceHandComponentAndPickVisibleComponentMessage(x,y,r)

Server → Player: player

Player → Spaceship: getSpaceship()

Spaceship → BuildingBoard: getBuildingBoard()

BuildingBoard → BuildingBoard: placeComponent(y,x,r)

alt **[PlacedComponent]**

BuildingBoard → Component: getImgSrc()

Server → OtherClients: sendMessageToOtherPlayersInGame(name, x, y, r, imgSrc)

Server → Game: PickHiddenComponent(player)

Game → Game: removeFromDeckComponent(randomPos)

Game → Player:

Player → Spaceship: getSpaceship()

Spaceship → BuildingBoard: getBuildingBoard()

BuildingBoard → BuildingBoard: setHandComponent(pickedComponent)

BuildingBoard → Component: getImgSrc()

Server → Client: PickedComponentMessage(imgSrcComponent)

[ImpossiblePlaceComponent]

Server → Client: "ImpossiblePlaceComponent"

alt **[PlaceHandComponentAndPickVisibleComponent]**

Client → Server: PlaceHandComponentAndPickVisibleComponentMessage(x,y,r)

Server → Player: player

Player → Spaceship: getSpaceship()

Spaceship → BuildingBoard: getBuildingBoard()

BuildingBoard → BuildingBoard: placeComponent(y,x,r)

alt **[PlacedComponent]**

BuildingBoard → Component: getImgSrc()

Server → OtherClients: sendMessageToOtherPlayersInGame(name, x, y, r, imgSrc)

Server → Game: PickVisibleComponent(player, idxVisibleComponent)

Game → Game: removeFromVisibleDeckComponent(idxVisibleComponent)

Game → Player:

Player → Spaceship: getSpaceship()

Spaceship → BuildingBoard: getBuildingBoard()

BuildingBoard → BuildingBoard: setHandComponent(pickedComponent)

BuildingBoard → Component: getImgSrc()

Server → Client: PickedComponentMessage(imgSrcComponent)

[ImpossiblePlaceComponent]

Server → Client: "ImpossiblePlaceComponent"

[PlaceHandComponentAndPickBookedComponent]

Client → Server: PlaceHandComponentAndPickBookedComponentMessage(x,y,r, idx)

Server → Player: player

Player → Spaceship: getSpaceship()

Spaceship → BuildingBoard: getBuildingBoard()

BuildingBoard → BuildingBoard: placeComponent(y,x,r)

alt **[PlacedComponent]**

BuildingBoard → Component: getImgSrc()

Server → OtherClients: sendMessageToOtherPlayersInGame(name, x, y, r, imgSrc)

Server → Player:

Player → Spaceship: getSpaceship()

Spaceship → BuildingBoard: getBuildingBoard()

BuildingBoard → BuildingBoard: pickBookedComponent(idx)

BuildingBoard → Component: getImgSrc()

Server → Client: PickedComponentMessage(imgSrcComponent)

[ImpossiblePlaceComponent]

Server → Client: "ImpossiblePlaceComponent"

Client → Server: PlaceHandComponentAndShowEventCardDeckMessage(x,y,r,idx)

Server → Player: player

Player → Spaceship: getSpaceship()

Spaceship → BuildingBoard: getBuildingBoard()

BuildingBoard → BuildingBoard: placeComponent(y,x,r)

alt **[PlacedComponent]**

BuildingBoard → Component: getImgSrc()

Server → OtherClients: sendMessageToOtherPlayersInGame(name, x, y, r, imgSrc)

Server → Game: getEventCardDeck(player, idx)

Server → Client: DataEventCardDeckMessage(imgSrcCards[])

[ImpossiblePlaceComponent]

Server → Client: "ImpossiblePlaceComponent"

Components could be placed in four possible scenarios: when player picks a hidden, visible or booked component, or when he asks to see the event card deck.
In all these cases, the component could be placed correctly, or it could be impossible to be placed.
If the placement of the hand component is invalid, the Server responds with "ImpossiblePlaceComponent.