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| Step | Player 1 side | Player 2 side |
| Begining of the game |  |  |
| **Player 1 draws a card (1/2)**  The model and the views are updated on P1 side.  The network observer is notified and send the event to P2.  2 clients events are created by the model to update the views on P1 side :   * Library [remove, cards, card1] * Player [add, hand, card1]   **1 network event is created**   * **Game [P1, draw]** |  |  |
| **Player 1 draws a card (2/2)**  P2 receive the Network event.  It calls the **opponent player controller** on P2 to perform the same action.  The same clients events are generated on P2 side to update the views   * Library [remove, cards, card1] * Player [add, hand, card1] |  |  |
| **Player 1 tap a card (1/2)**  Assuming, P1, already played the card1 on the battlefield, he tap this card.  A card event is created from card1 :   * Card [set, tapped, true]   The controller of the card, also uses its reference to the playerController to generate a network event:   * **Game [P1, card1, set, tapped, true]** |  |  |
| **Player 1 tap a card (2/2)**  The network event is received and the opponent player controller set the tapped attribute of the card to ‘true’ |  |  |