

CLIENT		SERVER	
----- MATCH CREATION			
(Do-1)			
addPlayer	----->	ok	
check	<-----	addPlayerResponse	
(While-1 NickName,lobbyState invalid)			
**waitSetPickedCards (Unlocks all players but only godPlayer makes the choice)			
ok	<-----	setPickedCards	
getDeck	----->	ok	
ok	<-----	getDeckResponse	
(only the GodPlayer)			
setPickedCards	----->	ok	
**waitSetPlayerCard (Unlock the player when asked to choose the card)			
(For players-1)			
ok	<-----	setPlayerCard	
setPlayerCard	----->	ok	
**waitSetWorkersPosition (Unlock the player when asked to choose the Initial Workers Position)			
ok	<-----	setWorkersPosition	
getPlayers	----->	ok	
ok	<-----	getPlayersResponse	(nick+color+card)
getBattlefield	----->	ok	
ok	<-----	getBattlefieldResponse	
setWorkersPosition	----->	ok	
ok(Battlefield)	<-----	battlefieldUpdate	(notify all, only if it has been changed)
(Update Accepted only if Client is Ready for the Match)			
(end-1)			

----- START MATCH

 **waitActualPlayer (Unlock the player when it's his turn)

(For Players-1)

ok (check)	<-----	actualPlayer (notify all)
setStartTurn	----->	ok
ok	<-----	setStartTurnResponse

(Do-1)

selectWorker (check)	----->	ok
ok	<-----	(Response) workerViewUpdate (All WorkerView NULL, you lose)

(While-1 WorkerView NULL)

(Do-2)

skipStep (opt)	----->	ok
playStep (opt)	----->	ok
ok	<-----	skipStepResponse (opt)
ok	<-----	playStepResponse (opt)

if(next-Step != END)
 **waitWorkerViewUpdate

ok	<-----	workerViewUpdate (opt)
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Battlefield	<-----	battlefieldUpdate (notify all, only if it has been changed)
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(While-2 Step != END)

(end-1)

----- FINISH MATCH

(ASYNCHRONOUS)

ok	<-----	notifyWinner/Loser/Error (notify all)
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