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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 <----- setPickedCardsame
  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)

(For players-2)
  ok <----- setWorkersPosition
  getPlayers -----> ok
  ok <----- getPlayersResponse
  getBattlefield -----> ok
  ok <----- getBattlefieldResponse
  setWorkersPosition -----> ok
(end-2)

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)
  (Do-2)
    selectWorker (check) -----> ok
    ok <----- (Response)
    WorkerViewUpdate (All WorkerView NULL, you lose)
  (While-2 WorkerView NULL)

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

  Battlefield <----- battlefieldUpdate
  (notify all, only if it has been changed)
  (While-1 Step != END)

(end-1)

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

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