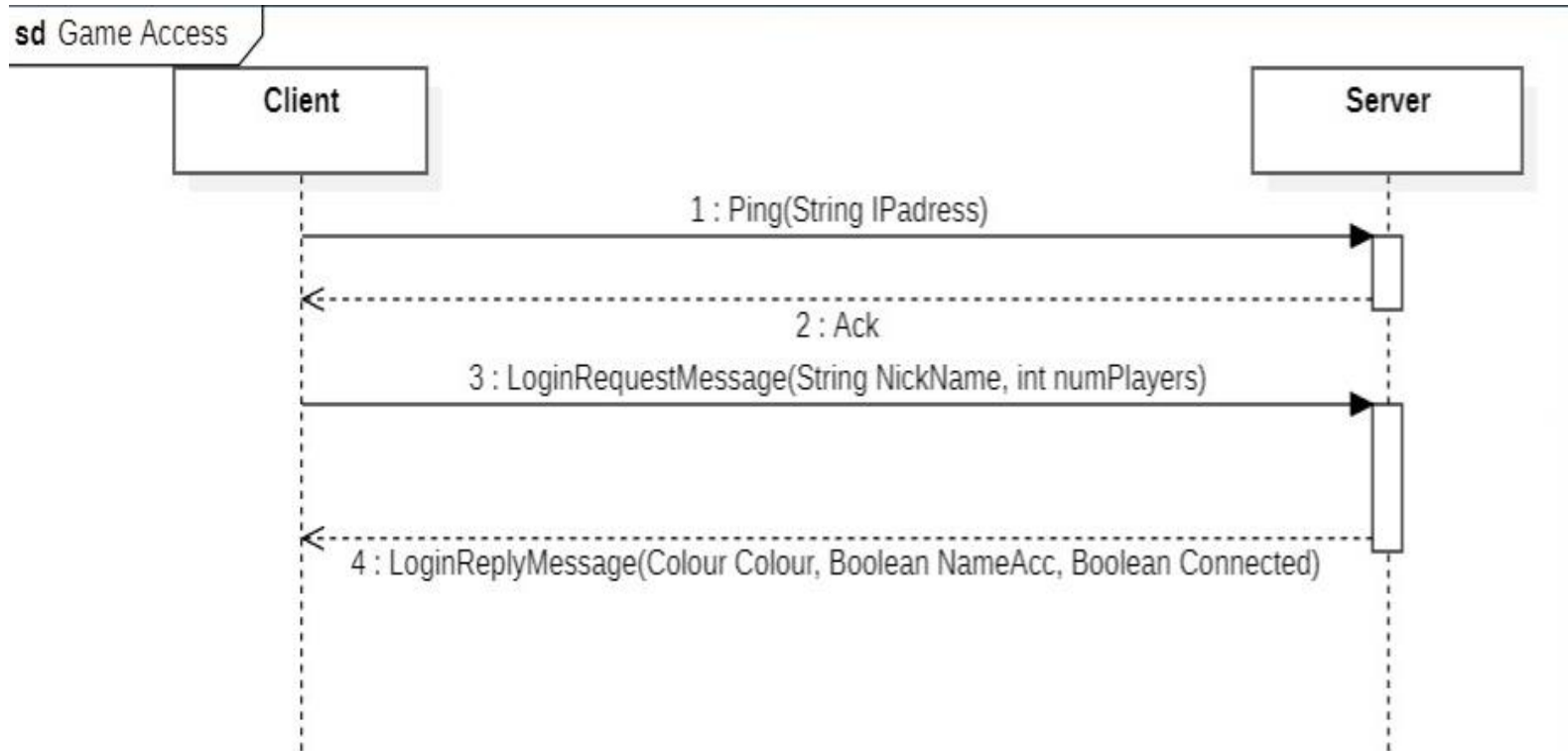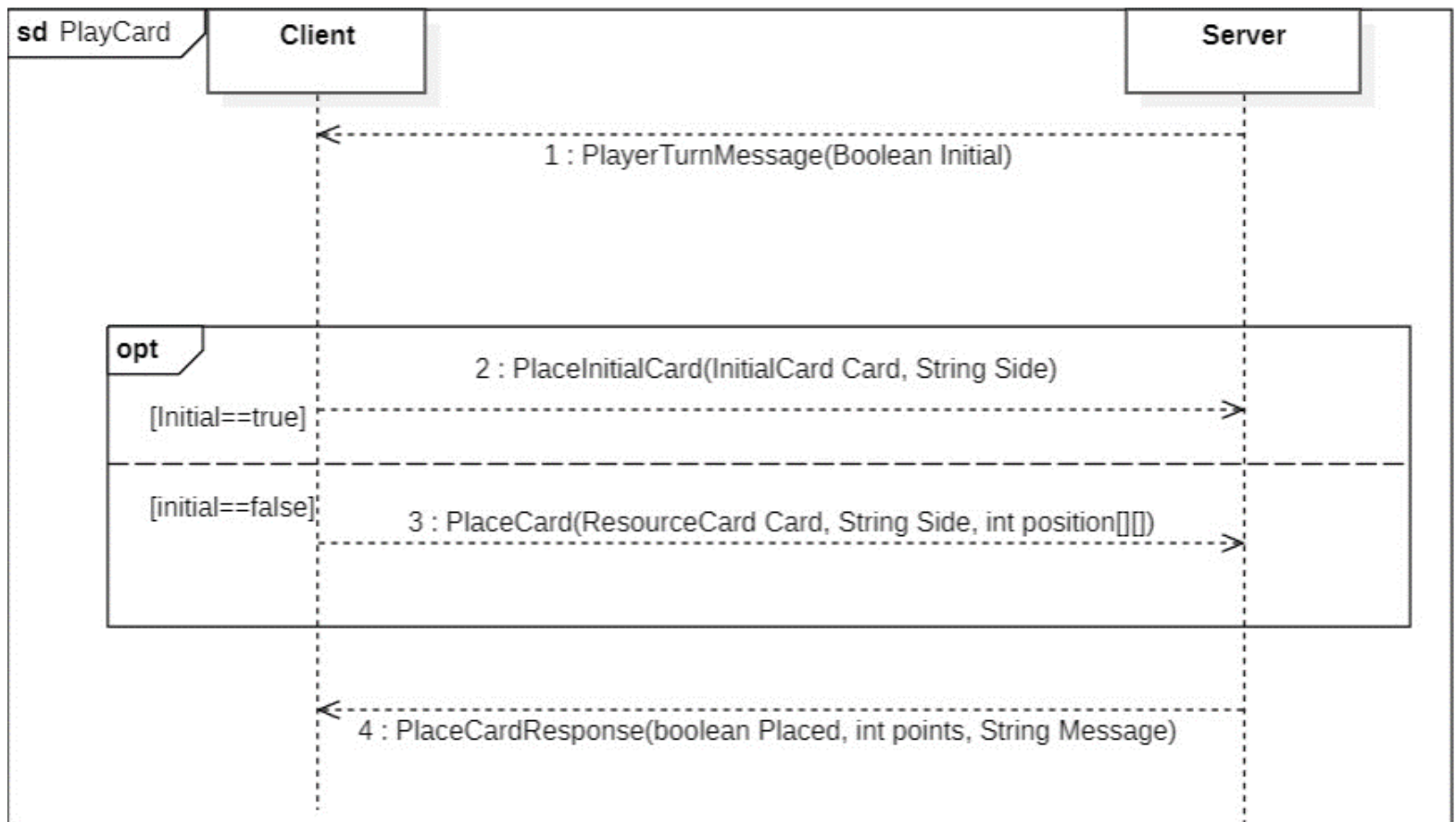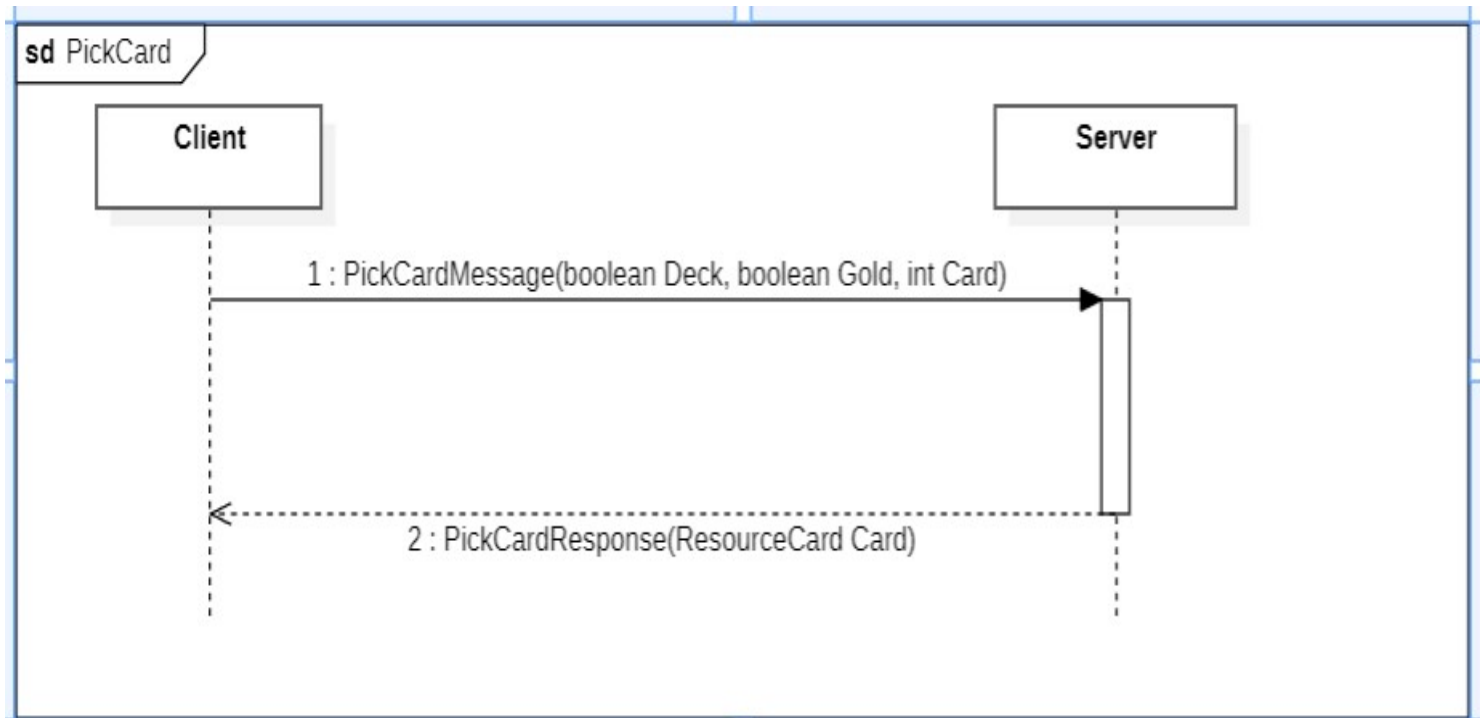# Game Access

The diagram represents the phase in which a player wants to connect to the server to join or start a new game. A ping message is sent to the server to inform the presence of the client with a certain IP address. The Ack message is always sent in response of a ping message. A player sends a LoginRequestMessage specifying its NickName and the number of players he wants in the game. The server responds with a message specifying if the player is connected and the color of its token.

Play a Card

sd PlayCard

Client　　　　　　　　　　　　　　　　　　**Server**

1 : PlayerTurnMessage(Boolean Initial)

opt

2 : PlaceInitialCard(InitialCard Card, String Side)

[Initial==true]

[initial==false]

3 : PlaceCard(ResourceCard Card, String Side, int position[][])

4 : PlaceCardResponse(boolean Placed, int points, String Message)

Initially the server sends a message to the client to inform him that it is his turn to play a card specifying if the card is initial or not. The client must respond with the card he has chosen from his hand specifying the side and the position of the card to be played. Once the server receives the messages it tries to place the card and after that responds to the client to inform him if the placement was successfully done or not. The card objects are going to be sent using serialization.

Pick a Card

sd PickCard

Client → Server

1 : PickCardMessage(boolean Deck, boolean Gold, int Card)

2 : PickCardResponse(ResourceCard Card)

At the end of the turn of the player/client, he must send a message to the server to pick a card. The message must specify if the player wants a card from the deck and if so if it is from the gold one. If the player doesn't want a card from the deck he must specify if he wants the first or the second card revealed on the border (gold or resource). The server must respond with the card that the player chose. The objects are going to be sent using serialization.