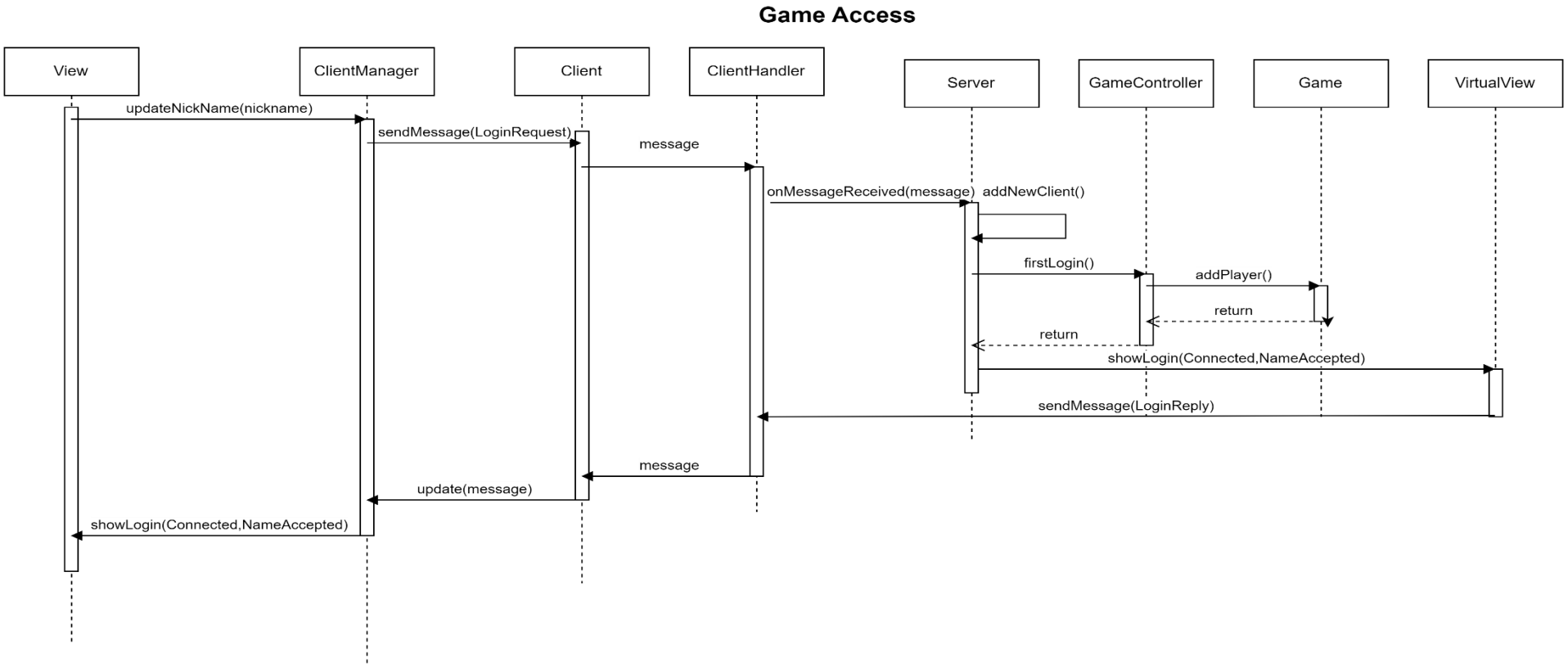
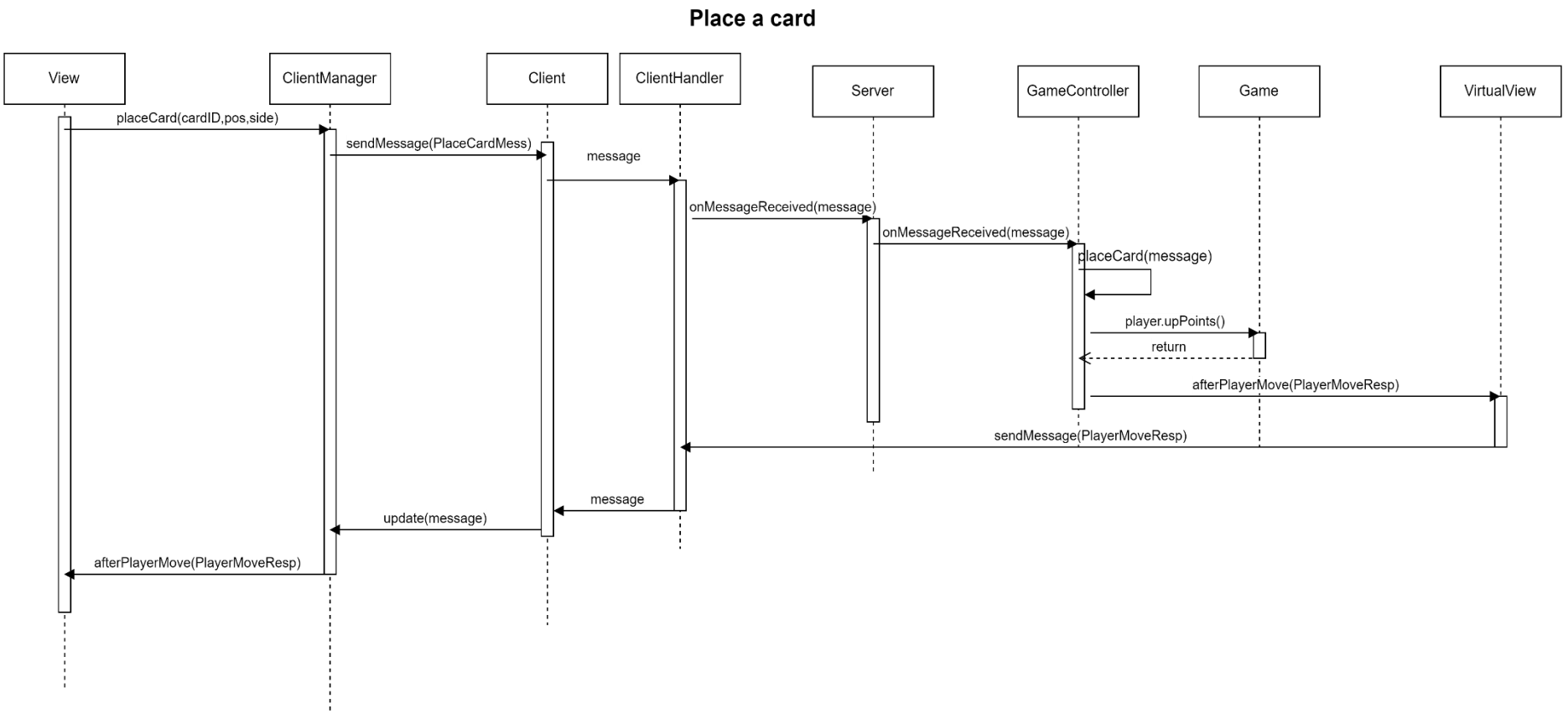
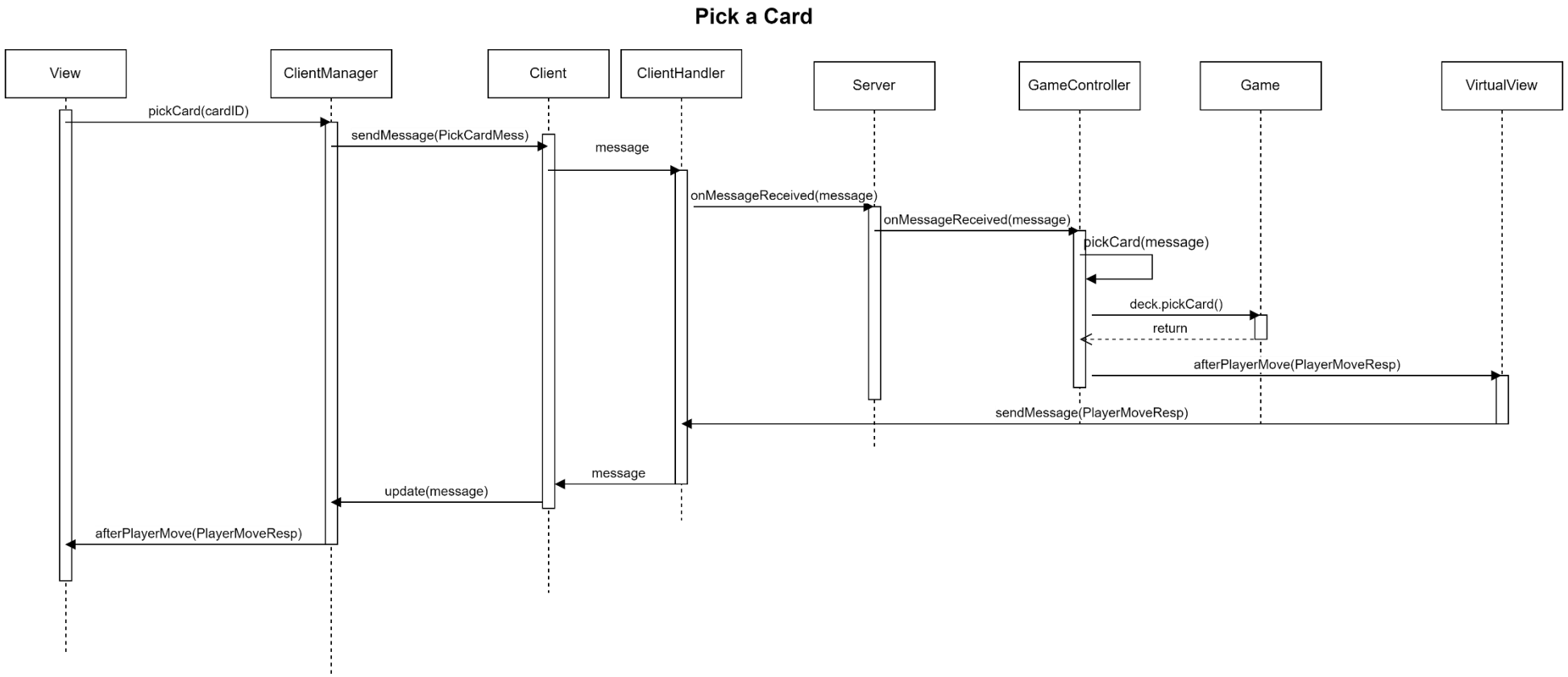


The diagram represents the phase in which a player wants to connect to the server to join or start a new game. After creating the connection (socket or RMI) the player sends the nickname chosen by him to login the game. The name is sent via a specific message to the server which tries to add the new player. After this operation the server informs the player about the state of the login, specifying if the name was valid or not and if the connection has occurred. The ClientManager and VirtualView are necessary to hide the network from the View and the GameController.



The player specifies which card wants to play using the card's ID and then the ID is sent to the server via a specific message containing this information. Once the message received the server passes the card ID to the controller which tries to place the card into the CardScheme of the player. After this operation the player is informed via a PlayerMoveResp receiving the updates. Note that the player can try and play a card at any time and the controller is responsible to control the validity of that play and update the player for every move he makes.



To pick a card the player must specify the ID of the card which he wants to pick. Of course, the ID are visible in his view so it is easier for the player to pick a card. This event is very similar to the place a card where the server also responds with a PlayerMoveResp message to update the player about his actions!