Commands

LOGIN username[String]

Sets the player's username.
username: String parameter defines the username.

START number_of_players[Integer]

Starts a new game.
number_of_players: Integer parameter defines the number of playing user.

PLACE student[Integer] to_tile[enum] which [Integer]

Moves a student from the School Board's Entrance to either a defined Island or the right Dining Room.
student: Integer parameter defines which Student to move, index starts from 0 and is defined by visualization and memorization.
to_tile: Enum parameter {DINING, ISLAND} defines whether the Student must be moved to and Island or to the Dining Rooms.

MOVE how_much[Integer]

Moves Mother Nature though the Islands
how_much: Integer parameter defines how much Mother Nature must be moved.

CHOOSE which[Integer]

Choose the Cloud from where to take the students at the end of the turn.
which: Integer parameter defines the Cloud.

STRING stringArg[String]

Command used for alerts from the Server.
stringArg: String parameter contains the message to be printed.

PLAY which[Integer]

Lets the player play an assistant.
which: Integer parameter defines the Assistant to be played.

LOGOUT

Logs out the user, deletes the client from the list of 'available' clients and if the player is currently in an ongoing match disrupts it.

ANNOTATION: the call of the Characters' effect method is `effect(Game game, Player player, LinkedList<Student> studentList1, LinkedList<Student> studentList2, Island island, Colour colour)` all the parameters that are not needed during the method call must still be passed, even with null value.
'player' (the second parameter) can't be null and defines the user who sent the USE command.

USE which[Integer] selectedStudent[Student] island[Island]

Command for Character 1
selectedStudent: Student of the character
island: Island where to place the students
EXECUTION: istantanea

USE which[Integer]

Command for Character 2
EXECUTION: end turn

USE which[Integer] Island[Island]

Command for Character 3
island: Island on which to calculate influence
EXECUTION: end turn

USE which[Integer] selectedStudent[Student] island[Island]

Command for Character 4
selectedStudent: Student on the character
island: Island on where to place selectedStudent
EXECUTION: on use

USE which[Integer] island[Island]

Command for Character 5
island: Island on where to place No Entry card
EXECUTION: on use

USE which[Integer]

Command for Character 6
EXECUTION: end turn

USE which[Integer] studentsStudentsFromPlayer[LinkedList<Student>] selectedStudentsFromCharacter[LinkedList<Student>]

Command for Character 7
selectedStudentsFromPlayer: Students (max. 3) to move from the Entrance to the Character
selectedStudentsFromCharacter: Students (max. 3) to move from the Character to the Entrance
EXECUTION: on use

USE which[Integer]

Command for Character 8
EXECUTION: end turn

USE which[Integer] colour[enum]

Command for Character 9
colour: Colour not to count during influence count
EXECUTION: end turn

USE which[Integer] studentsInEntrance[LinkedList<Student>] studentsinDiningRoom[LinkedList<Student>]

Command for Character 10
studentsInEntrance: Students (max. 2) to move from the Entrance to the Dining Room
studentsInDiningRoom: Students (max. 2) to move from the Dining Room to the Entrance
EXECUTION: on use

USE which[Integer] selectedStudent[Student]

Command for Character 11
selectedStudent: Student on the character
EXECUTION: on use

USE which[Integer] colour[enum]

Command for Character 12
colour: Colour of the student to be removed from the Dining Room
EXECUTION: on use

INFO which[Integer]

Gives info on the selected character and the command structure to use it.
which: selected Character

HELP

Prints all the commands, what they do and how to use them.