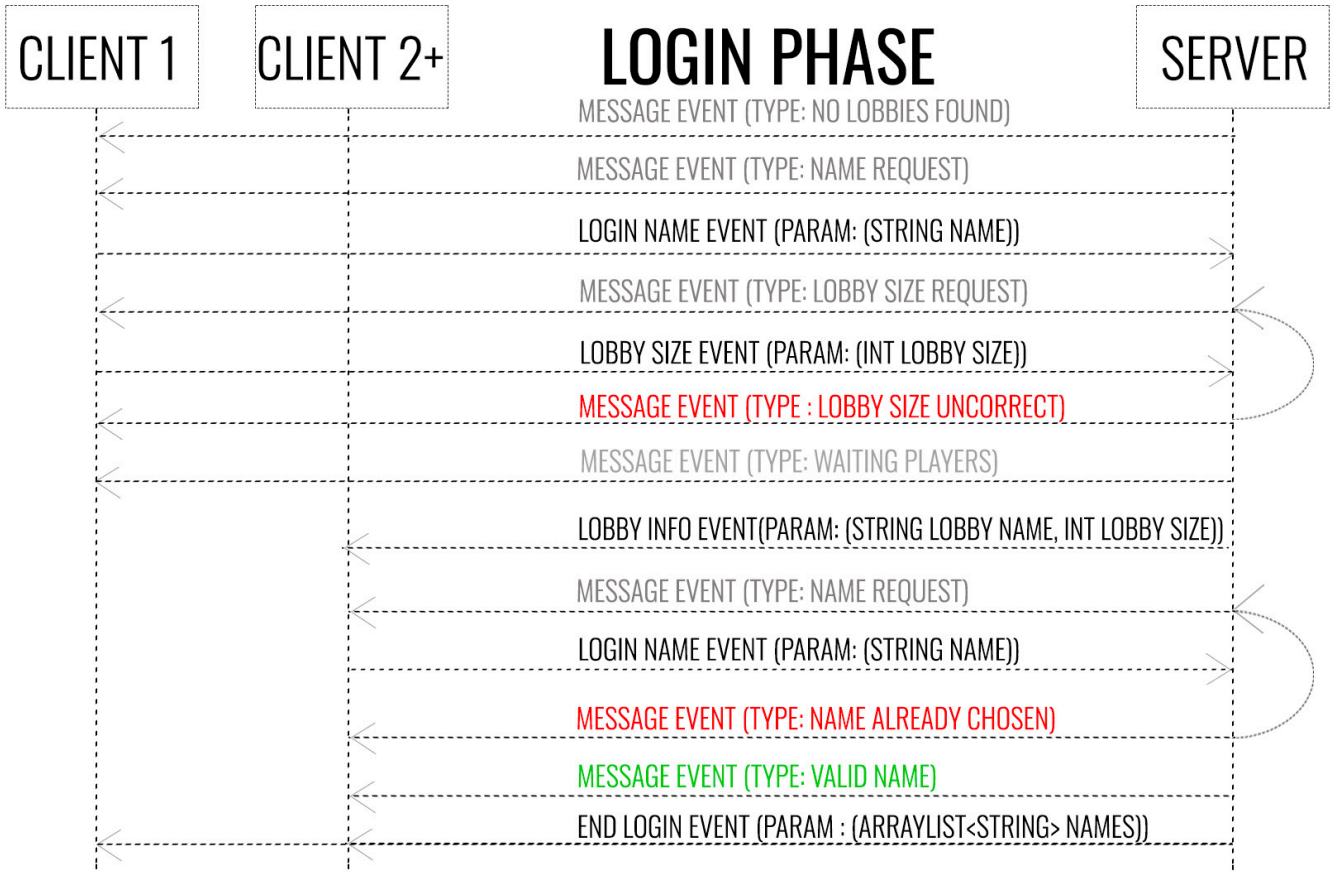
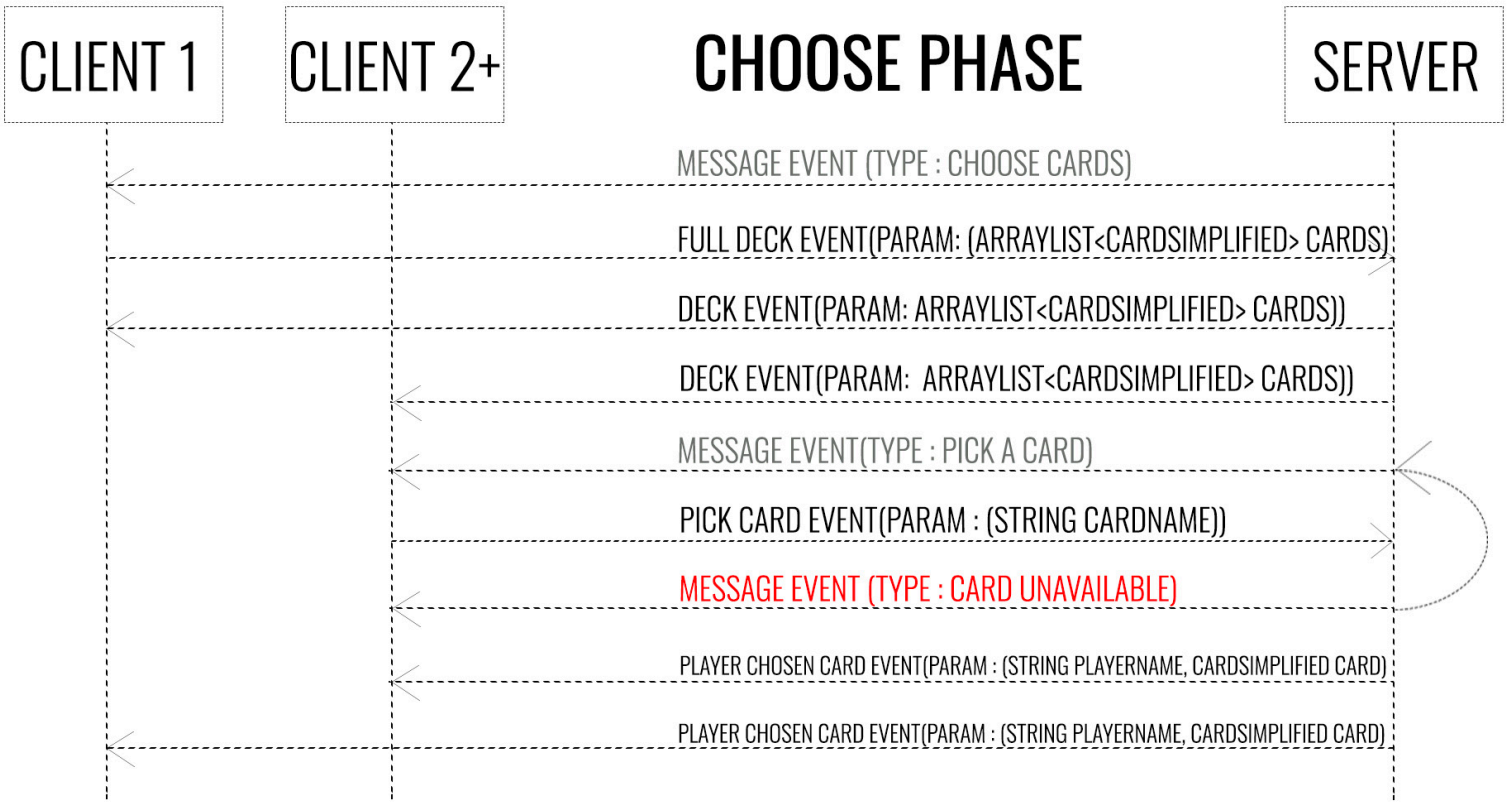
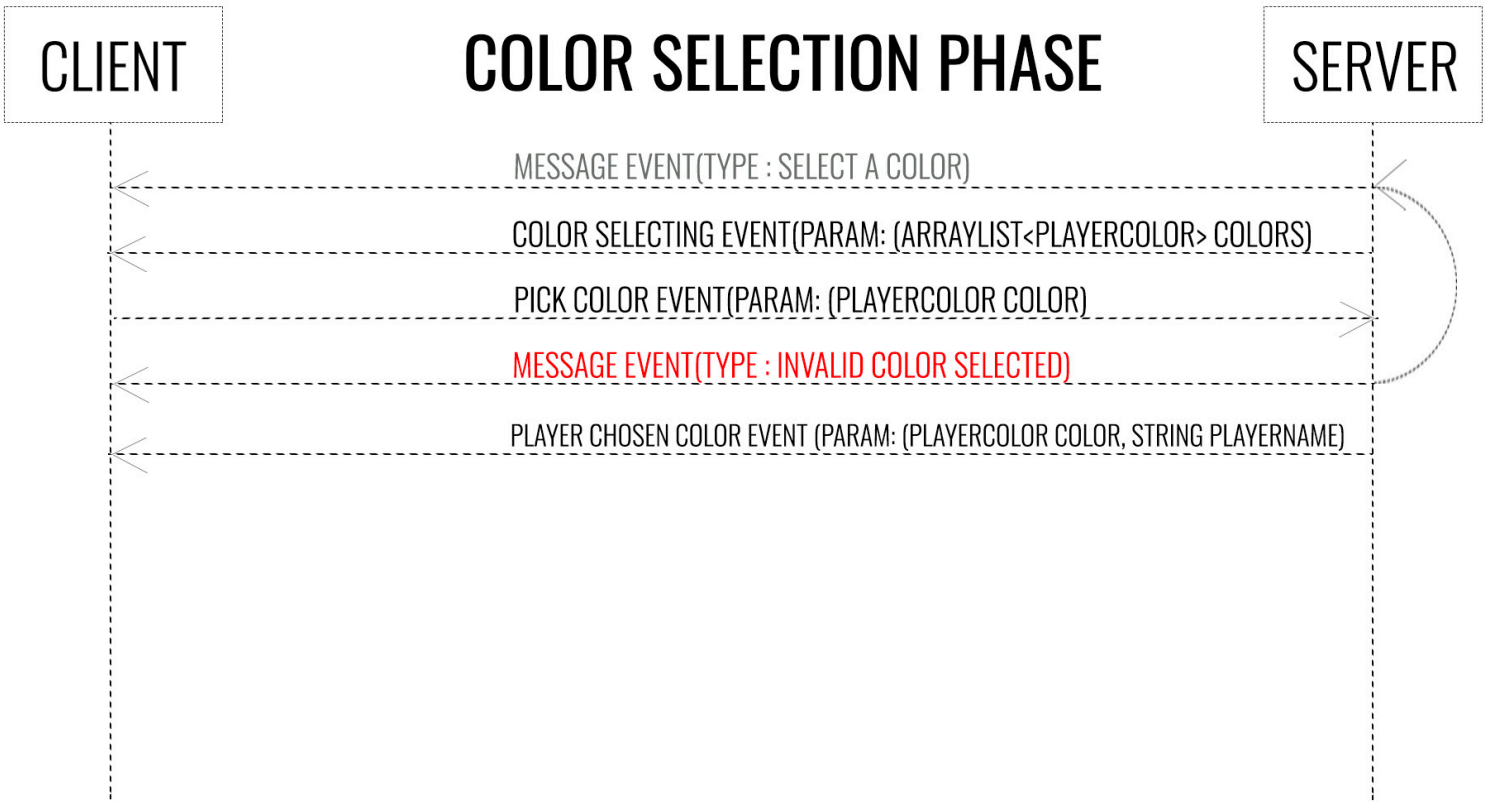
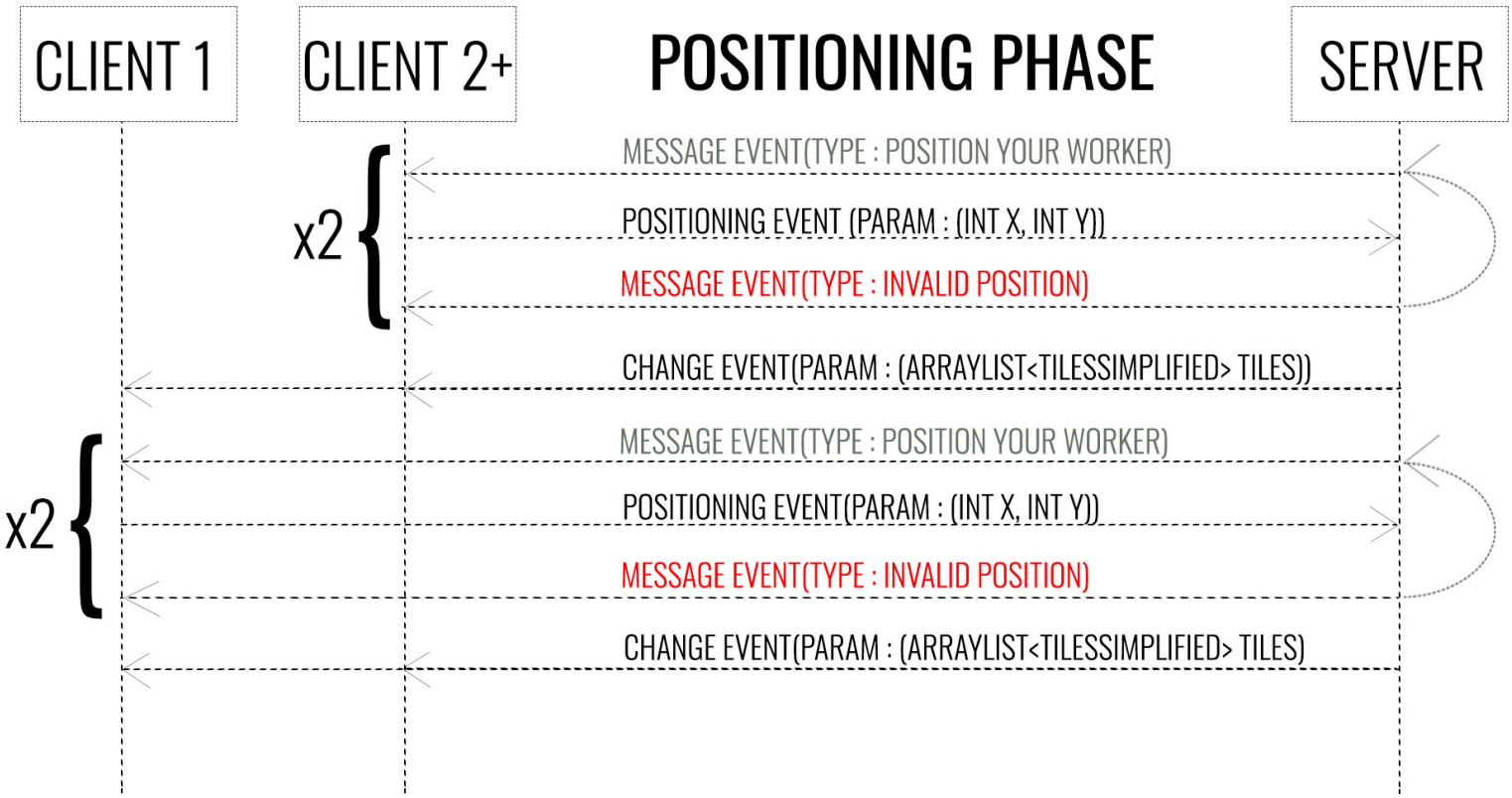

CLIENT 1
CLIENT 2+
LOGIN PHASE
SERVER
MESSAGE EVENT (TYPE: NO LOBBIES FOUND)
MESSAGE EVENT (TYPE: NAME REQUEST)
LOGIN NAME EVENT (PARAM: (STRING NAME))
MESSAGE EVENT (TYPE: LOBBY SIZE REQUEST)
LOBBY SIZE EVENT (PARAM: (INT LOBBY SIZE))
MESSAGE EVENT (TYPE : LOBBY SIZE UNCORRECT)
MESSAGE EVENT (TYPE: WAITING PLAYERS)
LOBBY INFO EVENT(PARAM: (STRING LOBBY NAME, INT LOBBY SIZE))
MESSAGE EVENT (TYPE: NAME REQUEST)
LOGIN NAME EVENT (PARAM: (STRING NAME))
MESSAGE EVENT (TYPE: NAME ALREADY CHOSEN)
MESSAGE EVENT (TYPE: VALID NAME)
END LOGIN EVENT (PARAM : (ARRAYLIST<STRING> NAMES))

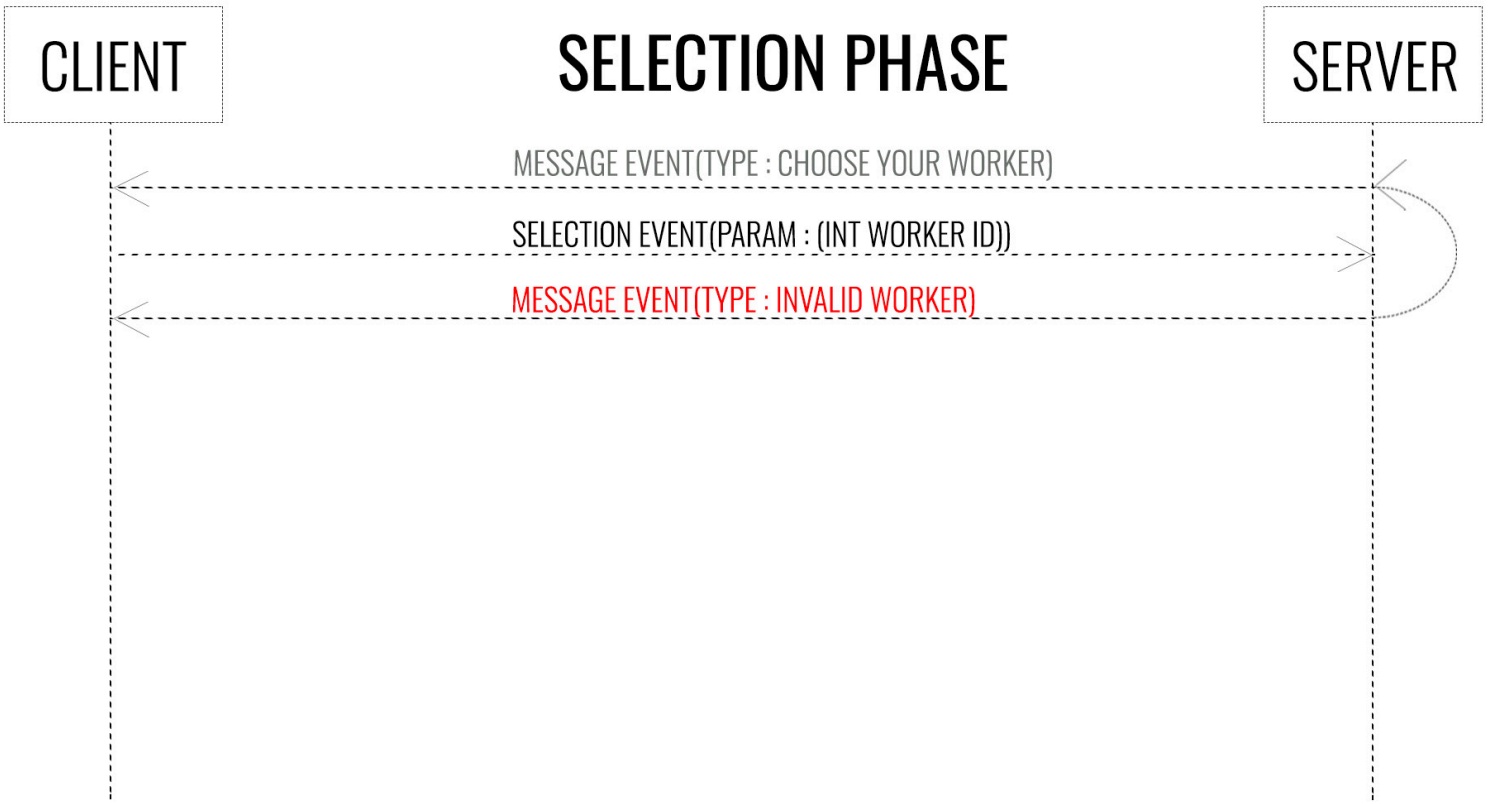

CLIENT 1
CLIENT 2+
CHOOSE PHASE
SERVER
MESSAGE EVENT (TYPE : CHOOSE CARDS)
FULL DECK EVENT(PARAM: (ARRAYLIST<CARDSIMPLIFIED> CARDS)
DECK EVENT(PARAM: ARRAYLIST<CARDSIMPLIFIED> CARDS))
DECK EVENT(PARAM: ARRAYLIST<CARDSIMPLIFIED> CARDS))
MESSAGE EVENT(TYPE : PICK A CARD)
PICK CARD EVENT(PARAM : (STRING CARDNAME))
MESSAGE EVENT (TYPE : CARD UNAVAILABLE)
PLAYER CHOSEN CARD EVENT(PARAM : (STRING PLAYERNAME, CARDSIMPLIFIED CARD)
PLAYER CHOSEN CARD EVENT(PARAM : (STRING PLAYERNAME, CARDSIMPLIFIED CARD)

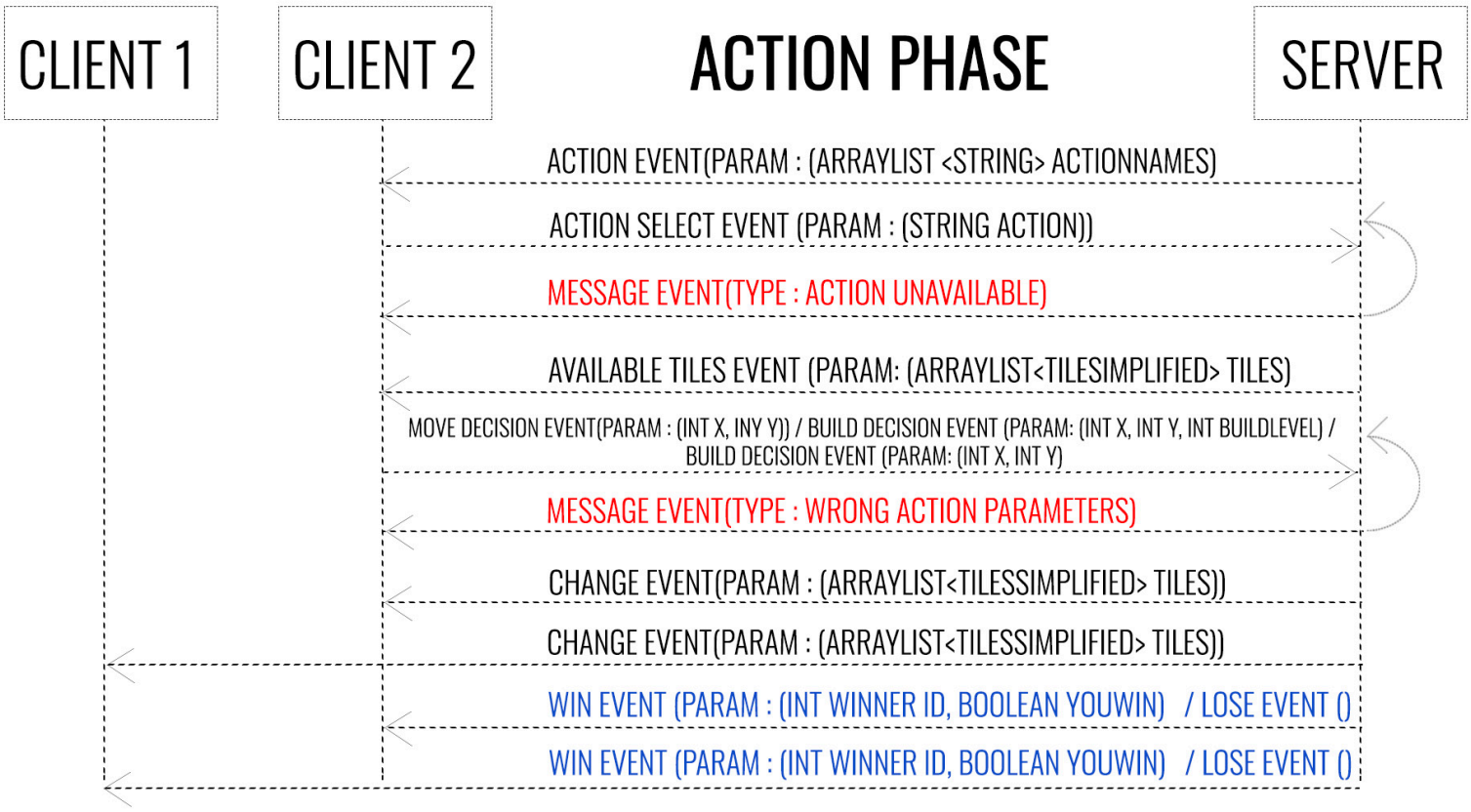
CLIENT
FIRST PLAYER SELECTION PHASE
SERVER
FIRST PLAYER EVENT(PARAM: (ARRAYLIST<STRING> PLAYER NAMES)
FIRST PLAYER CHOSEN EVENT(PARAM: (STRING PLAYER NAME))

COLOR SELECTION PHASE




CLIENT 1
CLIENT 2+
POSITIONING PHASE
SERVER
x2
MESSAGE EVENT(TYPE : POSITION YOUR WORKER)
POSITIONING EVENT (PARAM : (INT X, INT Y))
MESSAGE EVENT(TYPE : INVALID POSITION)
CHANGE EVENT(PARAM : (ARRAYLIST<TILESSIMPLIFIED> TILES))
x2
MESSAGE EVENT(TYPE : POSITION YOUR WORKER)
POSITIONING EVENT(PARAM : (INT X, INT Y))
MESSAGE EVENT(TYPE : INVALID POSITION)
CHANGE EVENT(PARAM : (ARRAYLIST<TILESSIMPLIFIED> TILES)


CLIENT
SELECTION PHASE
SERVER
MESSAGE EVENT(TYPE : CHOOSE YOUR WORKER)
SELECTION EVENT(PARAM : (INT WORKER ID))
MESSAGE EVENT(TYPE : INVALID WORKER)


CLIENT 1
CLIENT 2
ACTION PHASE
SERVER
ACTION EVENT(PARAM : (ARRAYLIST <STRING> ACTIONNAMES)
ACTION SELECT EVENT (PARAM : (STRING ACTION))
MESSAGE EVENT(TYPE : ACTION UNAVAILABLE)
AVAILABLE TILES EVENT (PARAM: (ARRAYLIST<TILESIMPLIFIED> TILES)
MOVE DECISION EVENT(PARAM : (INT X, INY Y)) / BUILD DECISION EVENT (PARAM: (INT X, INT Y, INT BUILDLEVEL) / BUILD DECISION EVENT (PARAM: (INT X, INT Y)
MESSAGE EVENT(TYPE : WRONG ACTION PARAMETERS)
CHANGE EVENT(PARAM : (ARRAYLIST<TILESSIMPLIFIED> TILES))
CHANGE EVENT(PARAM : (ARRAYLIST<TILESSIMPLIFIED> TILES))
WIN EVENT (PARAM : (INT WINNER ID, BOOLEAN YOUWIN) / LOSE EVENT ()
WIN EVENT (PARAM : (INT WINNER ID, BOOLEAN YOUWIN) / LOSE EVENT ()

CLIENT-SERVER EVENTS SERVER-CLIENT

LOGIN NAME EVENT: sends the chosen name to the server. The name will be verified server side.

LOBBY SIZE EVENT; sends the chosen lobby size to the server. This number will be verified server side.

PICK CARD EVENT; sends the card name chosen by the current player from the available ones.

ALL PLAYERS CARDS EVENT; sends the cards names chosen by the Challenger (whose number depends on the lobbysize) to the server.

POSITIONING EVENT : sends the position (x,y) in which you want to place your newborn worker.

SELECTION EVENT : sends the workerID of the worker you want to play in the current round.

ACTION SELECT EVENT : sends the action name you want to perform with the selected worker.

MOVE DECISION EVENT : sends the position (x,y) in which you want to move the selected worker.

BUILD DECISION EVENT : sends the position (x,y) in which you want to build with the selected worker. Can specifify the level of the build

PICK COLOR EVENT : sends the color for your workers chosen by the available ones.

FIRST PLAYER CHOSEN EVENT : sends the player name you want to be the first to play.

END LOGIN EVENT : sends the player names and notifies the clients that the login phase has ended.

LOBBY INFO EVENT : sends the informations about the lobby (lobby player creator name, lobby size), if a lobby exists.

FULL DECK EVENT; sends the full deck to the Challenger

DECK EVENT : sends the cards the player can pick. These cards are the onnes the Challenger selected and does not include cards previously picked by other players.

PLAYER CHOSEN CARD EVENT; communicates if a card has been picked and who picked that card.

CHANGE EVENT : sends to all players the tiles (x,y) changed during the last action

WIN EVENT : sends the winner name

LOSE EVENT : received by every players if one player either was unable to complete the round with both workers or another player won

AVAILABLE TILES EVENT : sends the available tiles for the selected action when “ACTION SELECTION EVENT” is received

ACTION EVENT : sends the available actions the player can perform in that moment of the round

WAITING EVENT : sends an event to communicate that another player is already creating the lobby. When the lobby creation ends, the player starts the login.

MESSAGE EVENT : sends a message to the client, codified by an ID.

COLOR SELECTING EVENT : sends the colors names available for the workers.

PLAYER CHOSEN COLOR EVENT : sends the color a player has chosen for his workers.

FIRST PLAYER EVENT : sends the player names list to choose the first player from