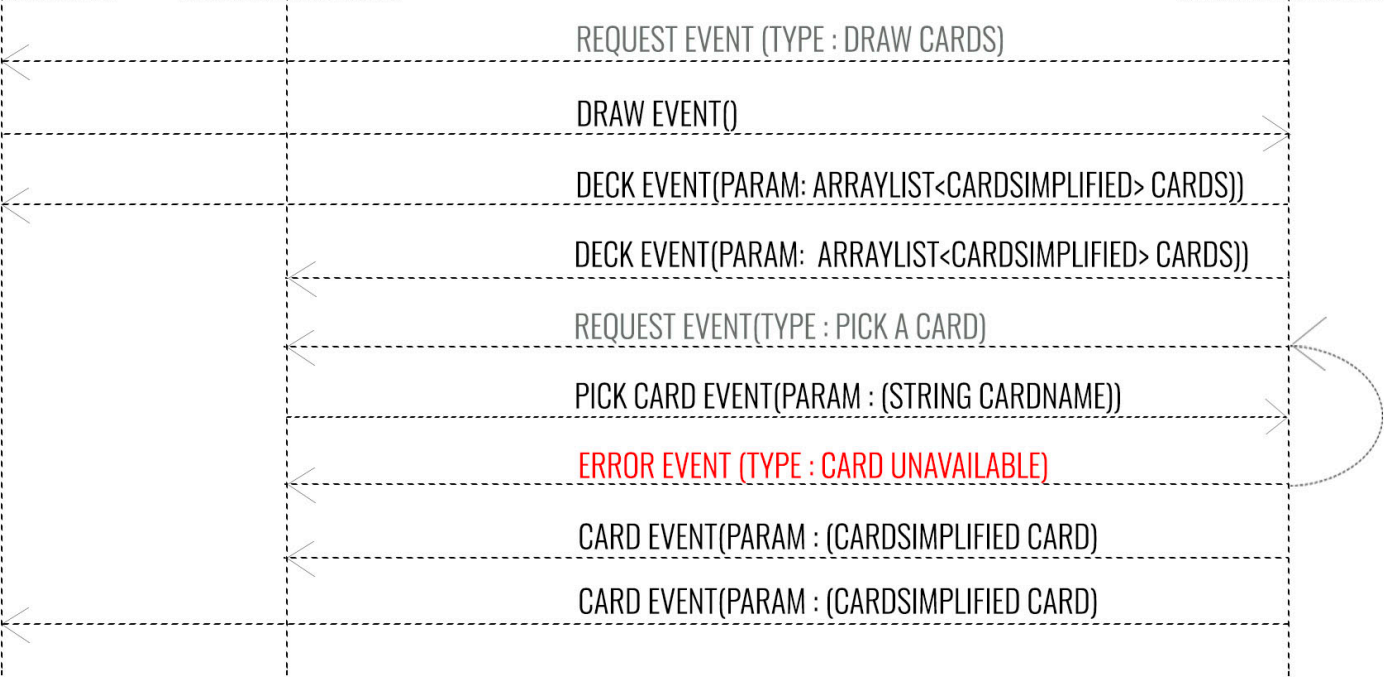


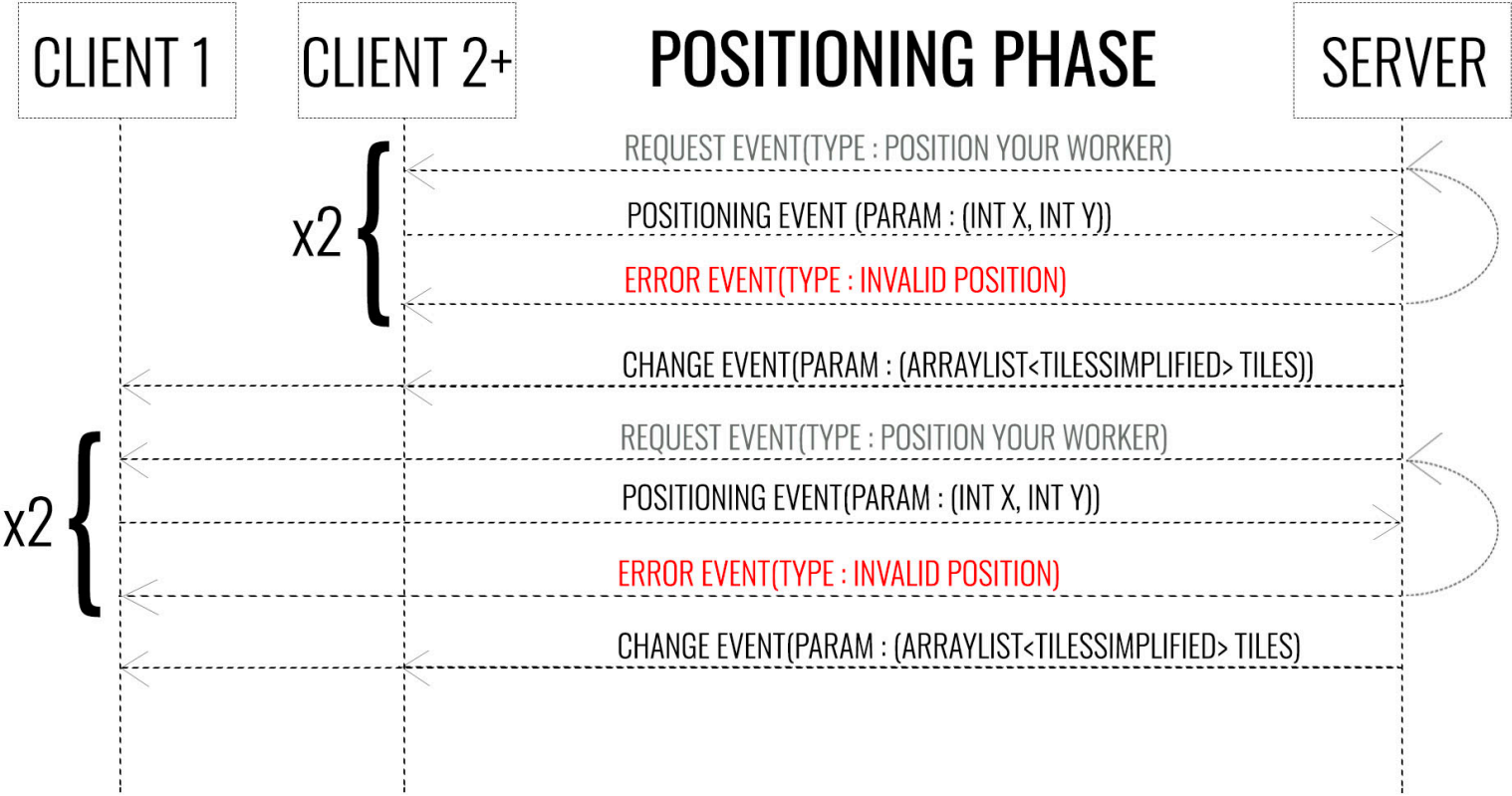
CLIENT 1

CLIENT 2+

DRAW PHASE

SERVER





CLIENT

SELECTION PHASE

SERVER



CLIENT 1

CLIENT 2

ACTION PHASE

SERVER

ACTION EVENT(PARAM : (ARRAYLIST <STRING> ACTIONNAMES))

ACTION SELECT EVENT (PARAM : (STRING ACTION))

ERROR EVENT(TYPE : ACTION UNAVAILABLE)

AVAILABLE TILES EVENT (PARAM: (ARRAYLIST<TILESIMPLIFIED> TILES))

MOVE DECISION EVENT(PARAM : (INT X, INT Y)) / BUILD DECISION EVENT (PARAM: (INT X, INT Y, INT BUILDLEVEL)) /
BUILD DECISION EVENT (PARAM: (INT X, INT Y))

ERROR 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 ()

MOST RELEVANT EVENTS

CLIENT-SERVER

DRAW EVENT() : picks as many cards as the players number

SERVER-CLIENT

DECK EVENT : sends the cards the player can pick, randomly chosed from the deck when draw event is received

CHANGE EVENT : sends to all players the tiles changed during the last action to

WIN EVENT : received by every players. Notifies differently the winner from other players.

WIN EVENT : received by a player either if he 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