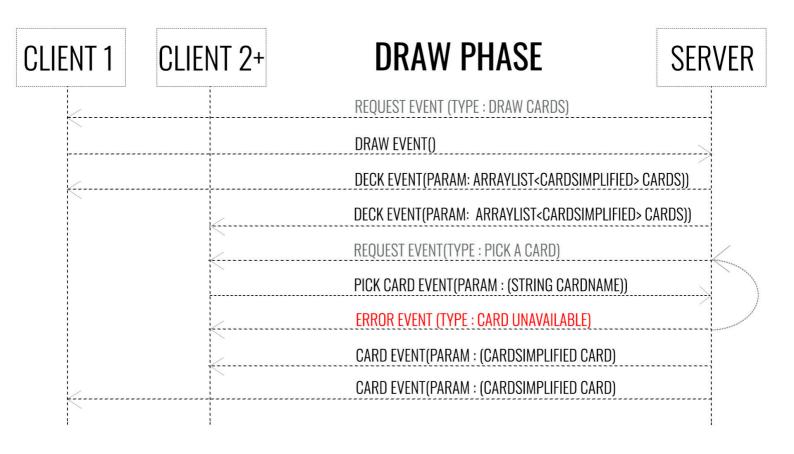
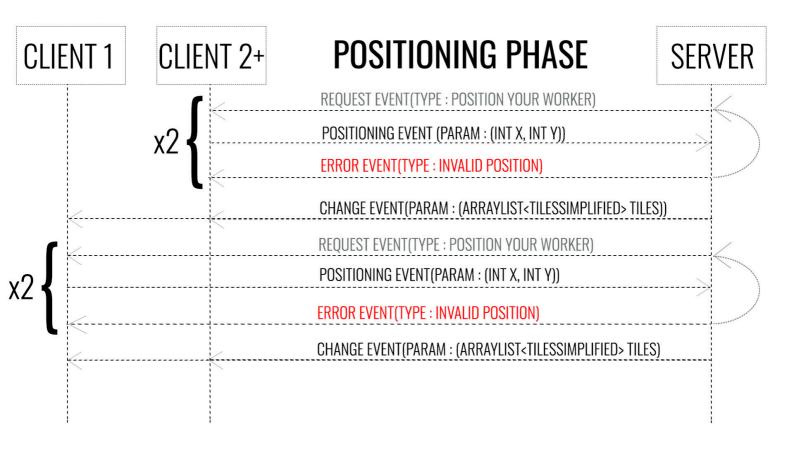
CLIENT 1 CLIENT 2+	LOGIN PHASE	SERVER
<	MESSAGE EVENT (TYPE: NO LOBBIES FOUND)	
K	REQUEST EVENT (TYPE: NAME REQUEST)	
	LOGIN NAME EVENT (PARAM: (STRING NAME))	
<	REQUEST EVENT (TYPE: LOBBY SIZE)	
	LOBBY SIZE EVENT (PARAM: (INT LOBBY SIZE))	
Z	ERROR EVENT (TYPE : LOBBY SIZE UNCORRECT)	
	MESSAGE EVENT (TYPE: WAITING PLAYERS)	
	MESSAGE EVENT (TYPE: LOBBY FOUND)	
	REQUEST EVENT (TYPE: NAME REQUEST)	<u></u>
	LOGIN NAME EVENT (PARAM: (STRING NAME))	
<u> </u>	ERROR EVENT (TYPE: NAME ALREADY CHOSEN)	
	SUCESS EVENT (TYPE: VALID NAME)	
	END LOGIN EVENT ()	
		1





CLIENT

SELECTION PHASE

SERVER

REQUEST EVENT(TYPE : CHOOSE YOUR WORKER)

SELECTION EVENT(PARAM : (INT WORKER ID))

ERROR EVENT(TYPE : INVALID WORKER)

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, INY 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