```
                                              ┌─────────────┐
                                              │             │
                                              │    Start    │
                                              │             │
                                              └──────┬──────┘
                                                     │
                                                     ▼
┌───────────────────┐                         ╱─────────────╲
│Add a new turn entry│                        ╱               ╲
│with the Turn Number│         False         ╱ Is difference   ╲
│(As Mapped in the  │◄───────────────────────  between start-time
│ Turn-Match        │                        ╲ and timer delay  ╱
│ Relationship) of the│                       ╲(For the timer) is < 3╱
│ next player       │                          ╲               ╱
└─────────┬─────────┘                           ╲─────────────╱
          │                                            │
          ▼                                            │ True
┌───────────────────┐                                  │
│ Start A New Turn  │                                  ▼
│ Timer             │                          ┌─────────────┐     End as the timer will
│                   │                          │             │     finish the turn in
└─────────┬─────────┘                          │     End     │     less than 3 seconds
          │                                    │             │
          └──────────────────────────────────►└─────────────┘
```

Start

Add a new turn entry with the Turn Number (As Mapped in the Turn-Match Relationship) of the next player

False

Is difference between start-time and timer delay (For the timer) is < 3

True

Start A New Turn Timer

End

End as the timer will finish the turn in less than 3 seconds

Start
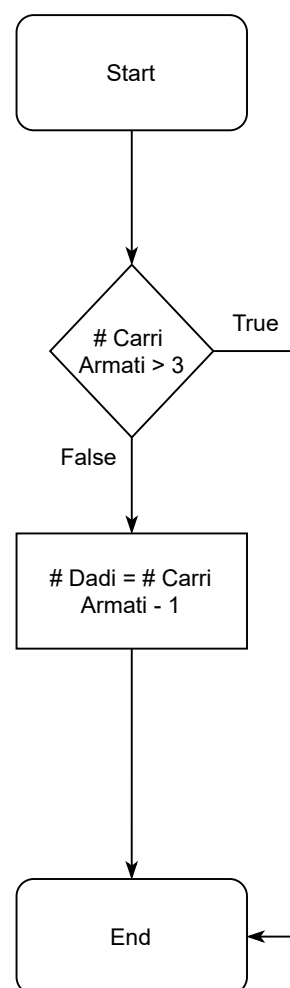
Carri
Armati > 3

True
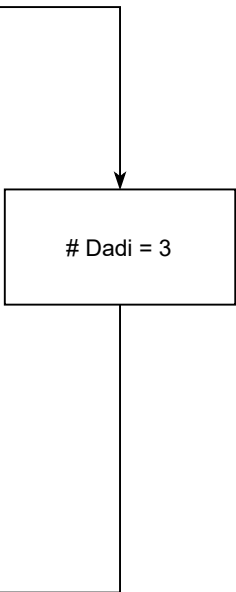
False

Dadi = # Carri
Armati - 1

End

- Turn can be ended manually by the following transactional logic (Stored Procedure):
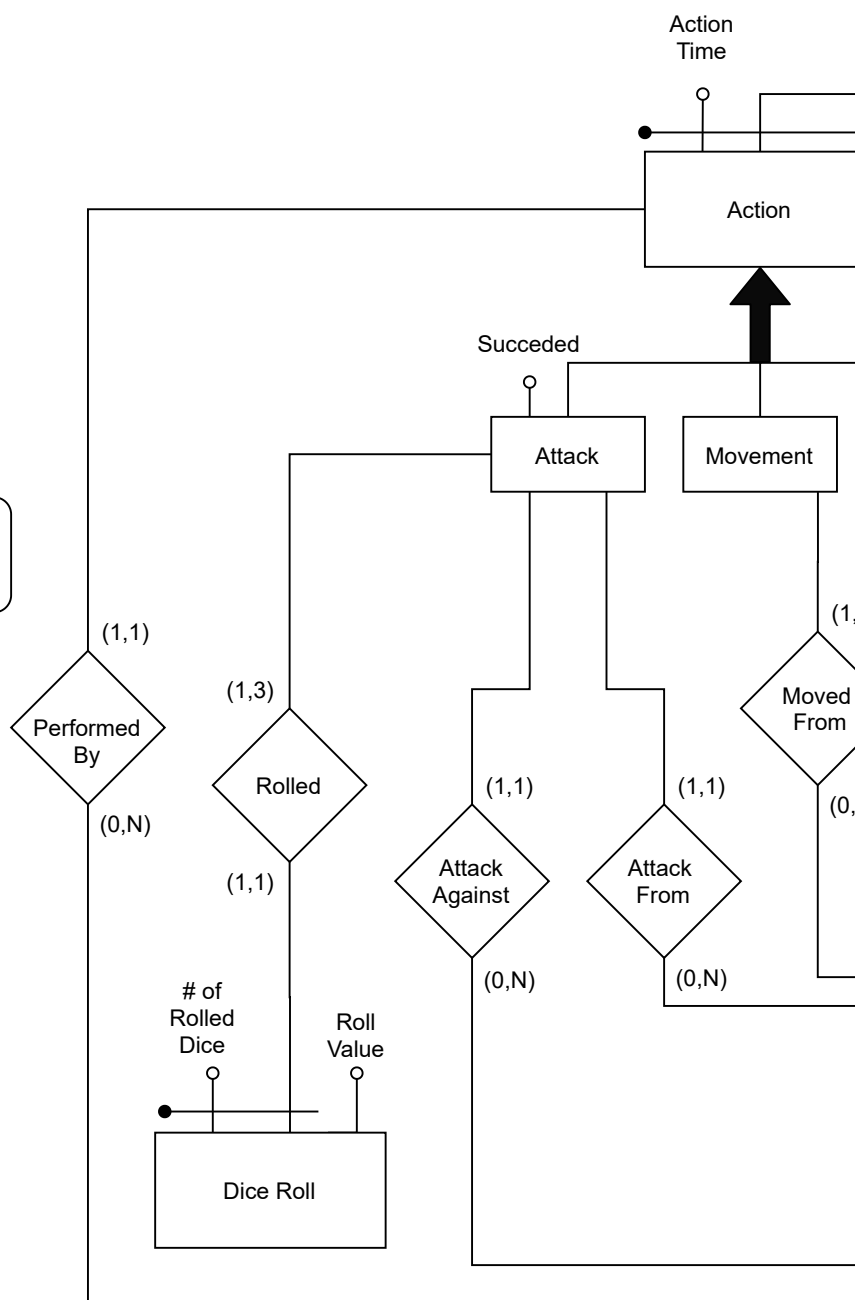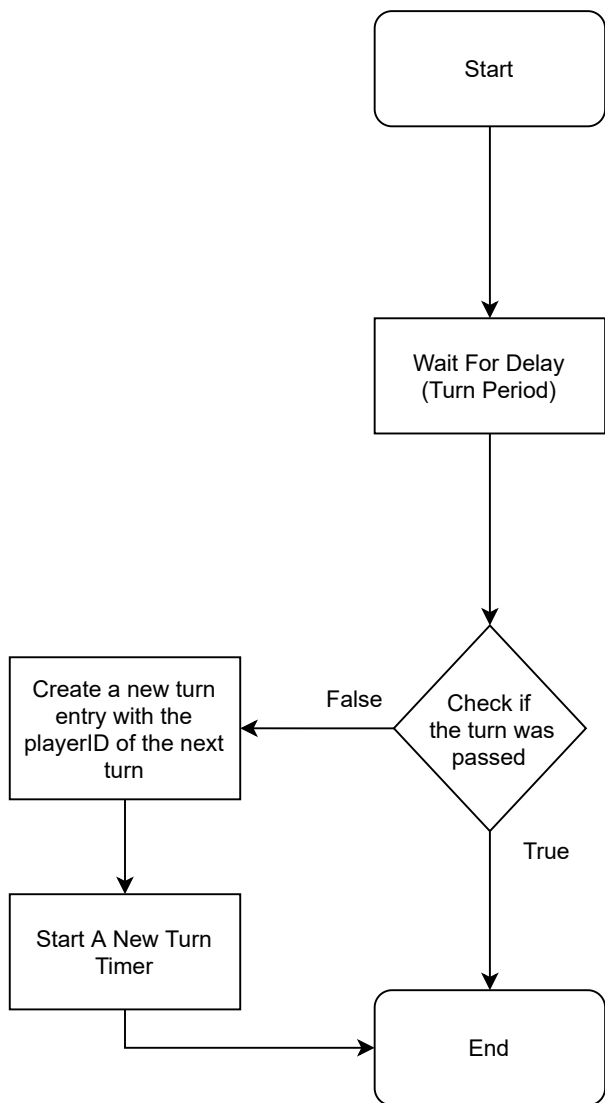
- Dice Rolls will be done and orded to confront th
the first, the second with the second and the thir
if there is a third remaining and will be calculat

Dadi = 3

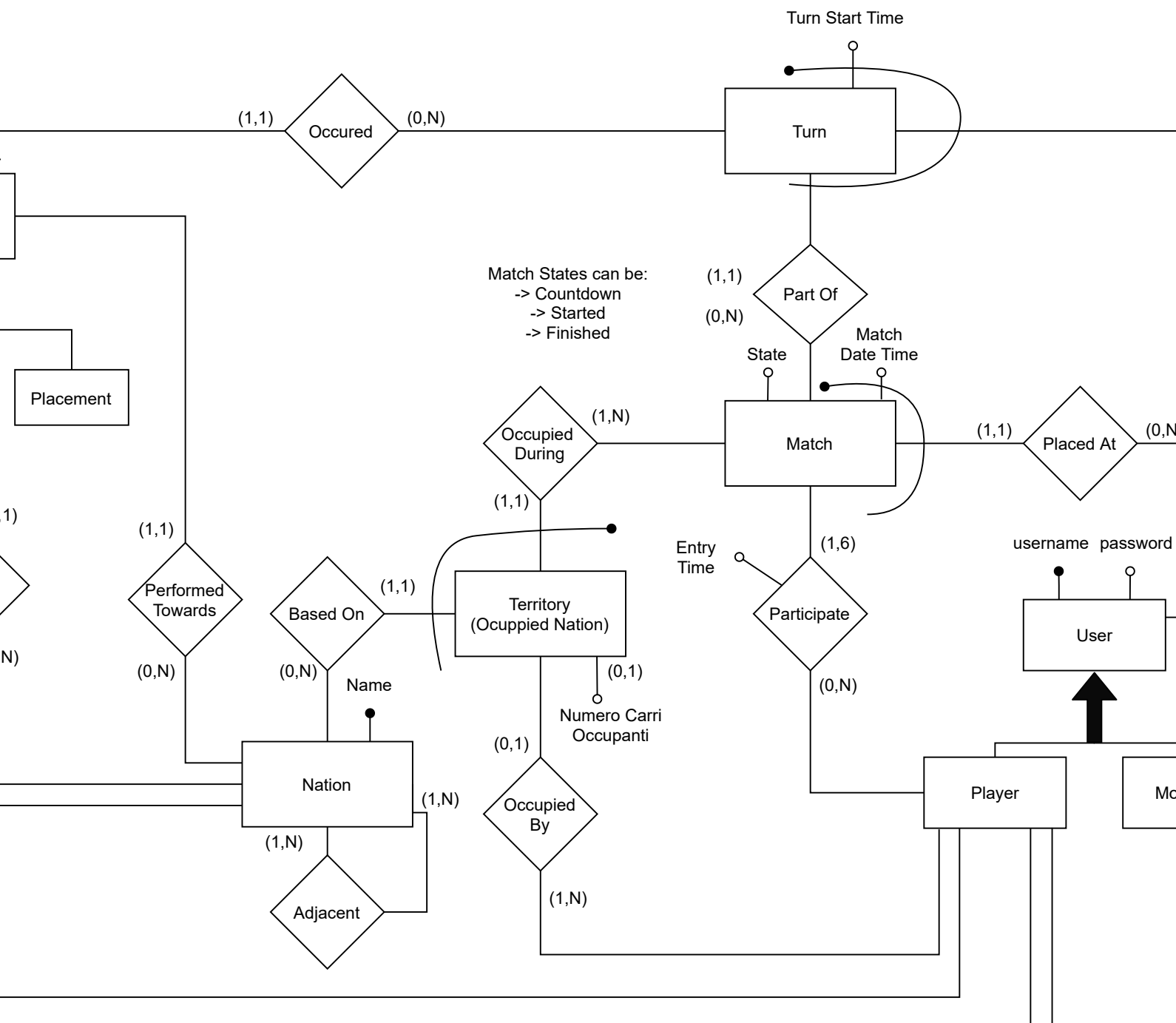e first one with
d with the third
ed inside the

- Turn Assignment is on Chronological Order on
When did the Player Join the Match

```
                        ┌──────────────┐
                        │              │
                        └──────────────┘
═══════════════════════════════════════════════════════════════

          ╭──────────────╮
          │    Start     │                          ◄─────────────
          ╰──────┬───────╯
                 │
                 ▼
          ┌──────────────┐
          │ Wait For Delay│                              Action
          │ (Turn Period)│                               Time
          └──────┬───────┘                                ○
                 │                                    ●───┴──
                 ▼                                    ┌────────┐
┌──────────────┐        ◇                            │ Action │
│Create a new turn│  False ╱ Check if ╲              └────────┘
│ entry with the │◄──────╱ the turn was ╲                ▲
│ playerID of the │      ╲    passed    ╱                │
│     turn      │        ╲            ╱         Succeeded │
└──────┬───────┘          ╲         ╱            ○        │
       │                    ╲  True ╱        ┌───┴──┐  ┌──────────┐
       ▼                     ╲    ╱          │Attack│  │ Movement │
┌──────────────┐              ▼              └──────┘  └──────────┘
│Start A New Turn│         ╭──────╮
│    Timer     │          │  End  │                            (1,
└──────┬───────┘          ╰──────╯                              ◇
       │                                                   ╱ Moved ╲
       └──────────────►                   (1,1)           ╱  From  ╲
                                           ◇              ╲         ╱
                                      ╱Performed╲          ╲       ╱
                                     ╱    By     ╲          (0,
                                     ╲           ╱
                                      ╲         ╱    (1,3)
                                       (0,N)      ◇
                                               ╱ Rolled ╲  (1,1)      (1,1)
                                               ╲        ╱    ◇          ◇
                                         (1,1)   ╲    ╱   ╱Attack ╲  ╱Attack ╲
                                                  ▼     ╱Against ╲ ╱  From   ╲
                                                  ╲    ╱         ╱ ╲         ╱
                              # of            Roll     (0,N)       (0,N)
                             Rolled           Value
                              Dice             ○
                               ○              │
                            ●──┴──────────────┘
                            ┌──────────────┐
                            │  Dice Roll   │
                            └──────────────┘
```

If there is a third remaining and will be calculate
Stored Procedure

Next Turn can be found by Getting the Participa
the current Match

Turn Start Time

(1,1) — Occured — (0,N) — Turn

Match States can be:
-> Countdown
-> Started
-> Finished

(1,1)
Part Of
(0,N)

State

Match Date Time

Placement

Occupied During — (1,N) — Match — (1,1) — Placed At — (0,N

(1,1)
Performed Towards

(1,1)
Based On

(1,1)

Territory (Ocuppied Nation)

Entry Time

(1,6)
Participate
(0,N)

username   password

User

(0,N)   (0,N)

Name

Nation

(1,N)

Numero Carri Occupanti

(0,1)

(0,1)
Occupied By
(1,N)

(1,N)

Adjacent

Player

Mo

When did the Player Join the Match

NOTE: Actions are connected to Nations not Territory as Territory reflects the current territory and can be used as the indicator and they are updated after the action has succeded; As they change by time, if we want to report the actions and track when did someone lose the territory we need can use the state name in the territory to find out by looking for when was the last time he was a defender on that territory.
And to avoid creating multiple territory entries as the match go

ant Players in

(1,1)

Turn Of

(0,N)

Room
Number

Turn
Period

Room

(1,1)

last
access

Created

Created
At

(0,N)

Room (Turn Period) = Timer
Delay

oderator