In the first diagram, the client and server establish a connection. Once connected, the client sends a data request so that the server can provide match details necessary for successful communication. After this initial exchange, the player selects the flight level and enters a waiting state. Once the required number of players has joined, the server initiates the match.

In the second diagram, the client sends a message (coordComponent) with the component details and its coordinates to the server. The server then checks whether the proposed position is valid according to the game rules. If the position is valid, the server confirms the placement; if not, the server requests a new position from the client.

In the third diagram, the client draws a random card. If the card is face up, the server confirms the selection immediately. If the card is face down, the server sends the component information to the client so that the player can decide whether to take it or not.