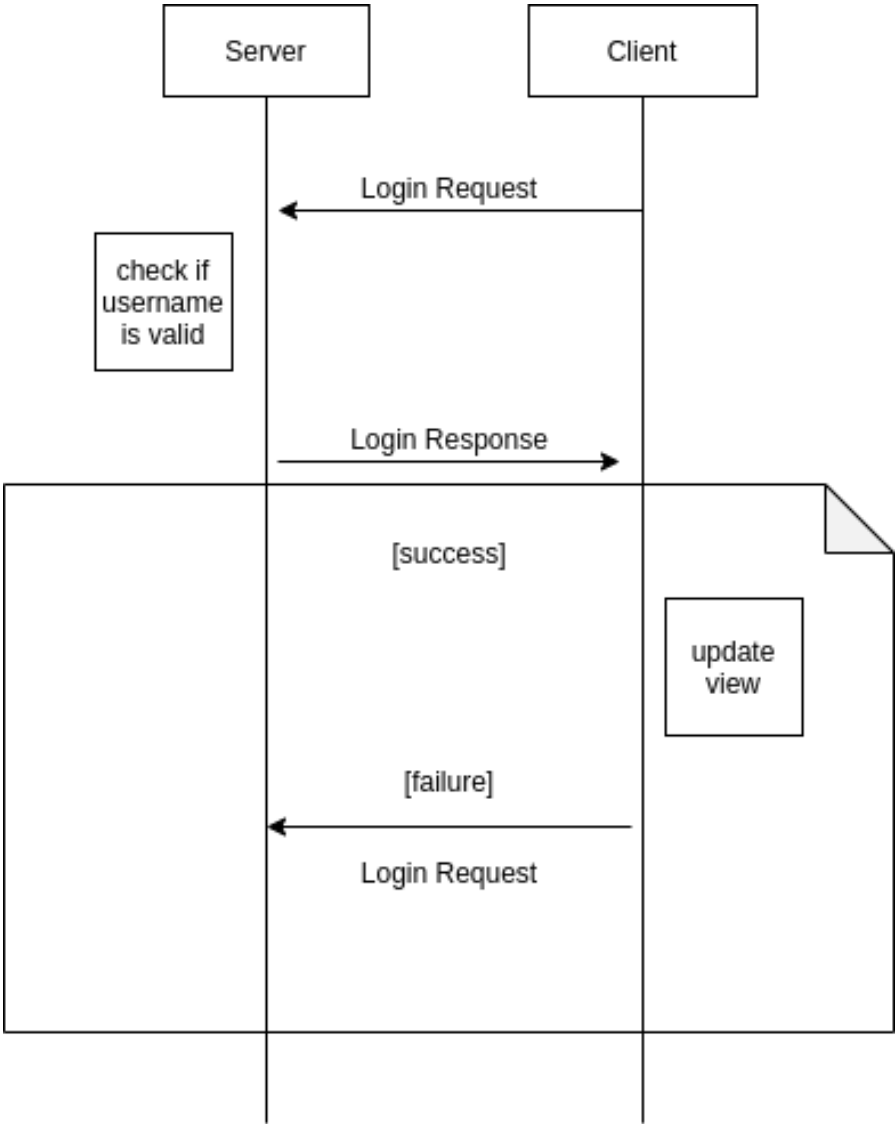
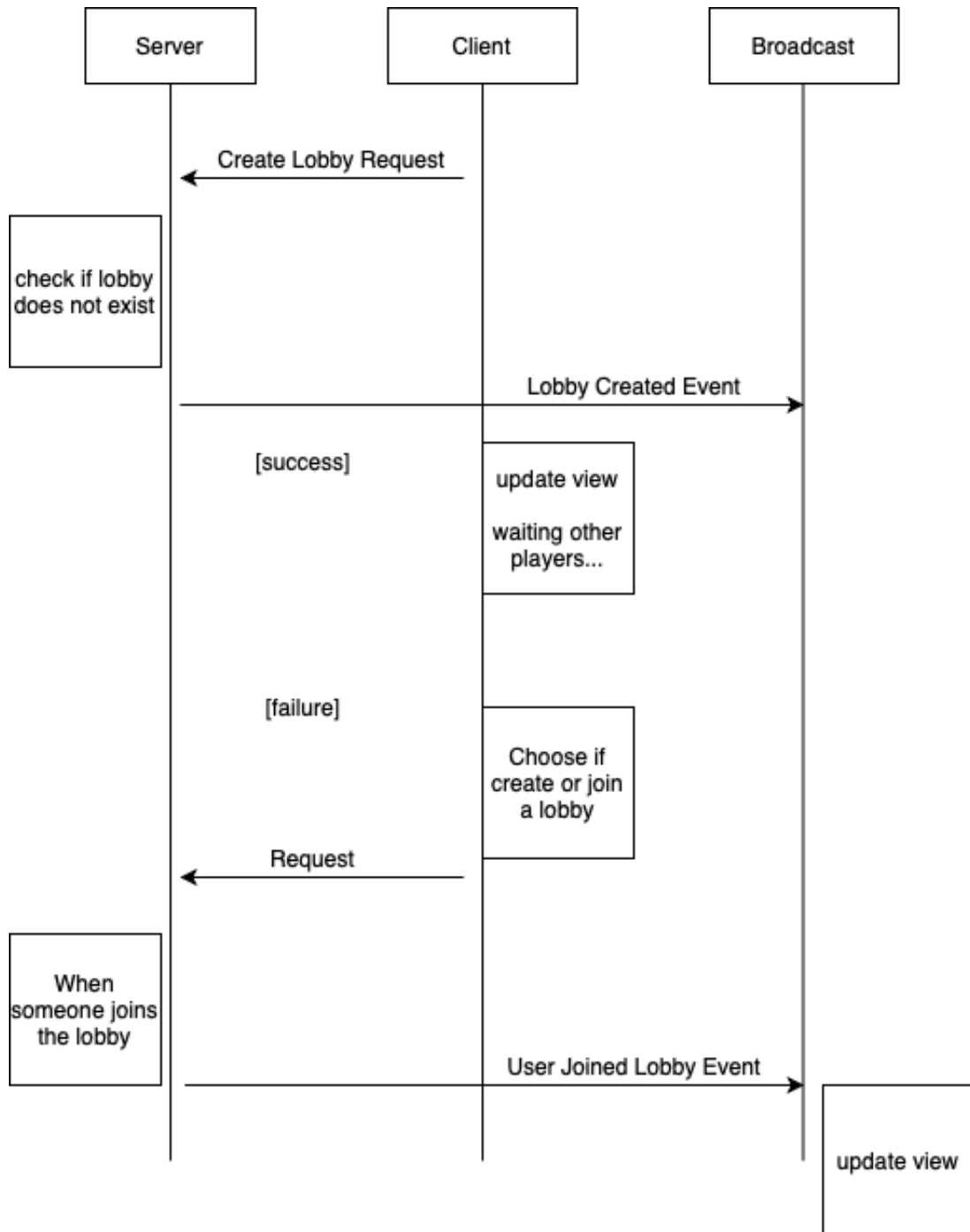


Login

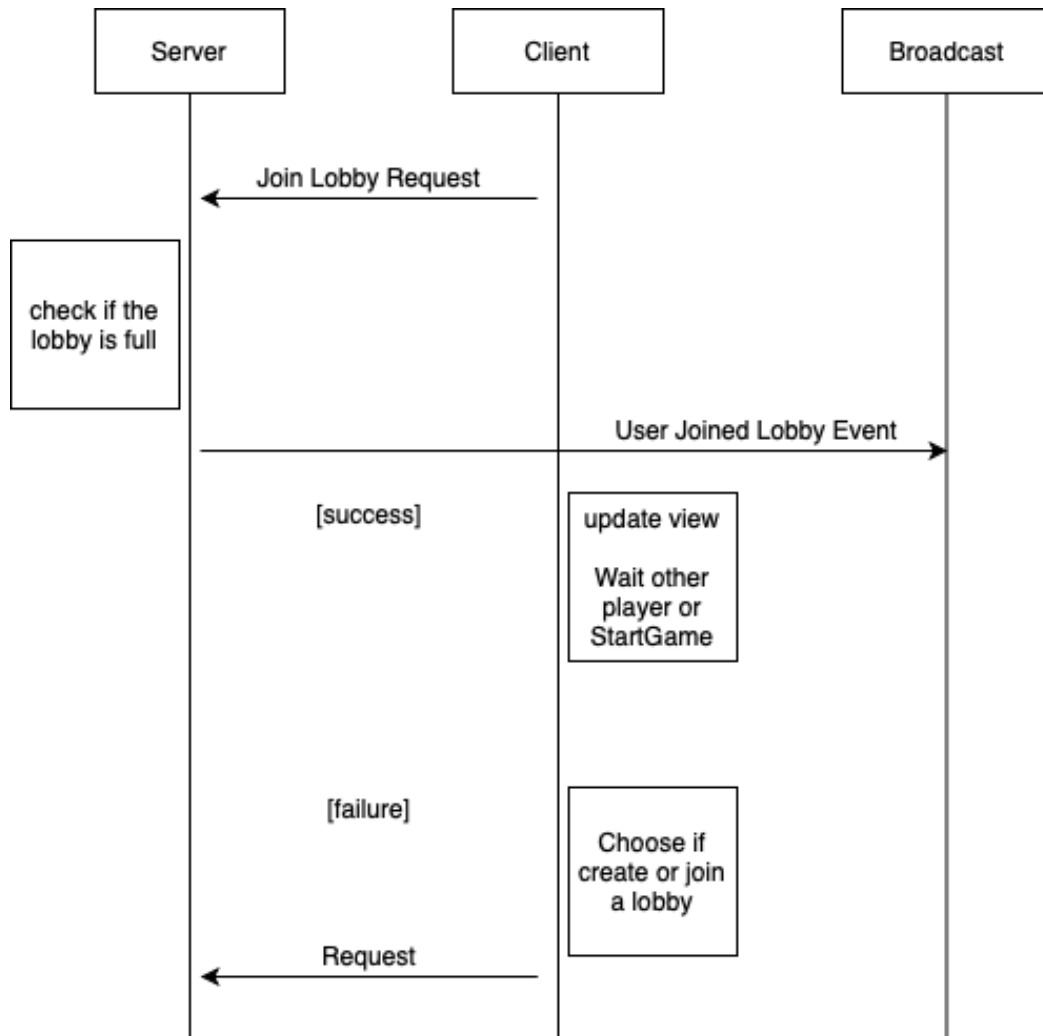


## Create Lobby

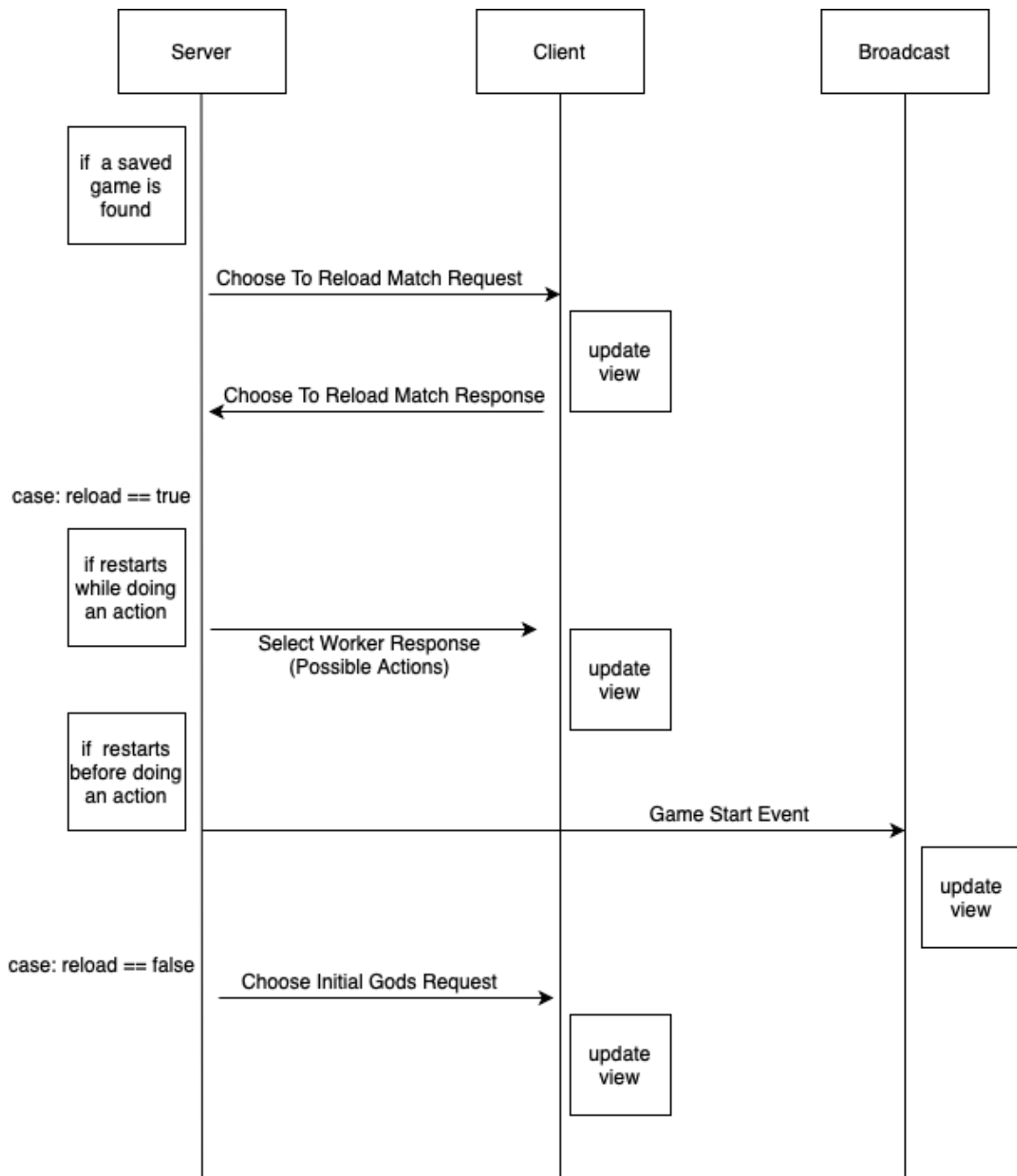


After the connection, the client decides to create a lobby or join an existing lobby. The client who creates the lobby chooses the number of players. When someone creates a new lobby, we automatically refresh the available lobbies and notifies the clients that are waiting for a new game.

## Join Lobby



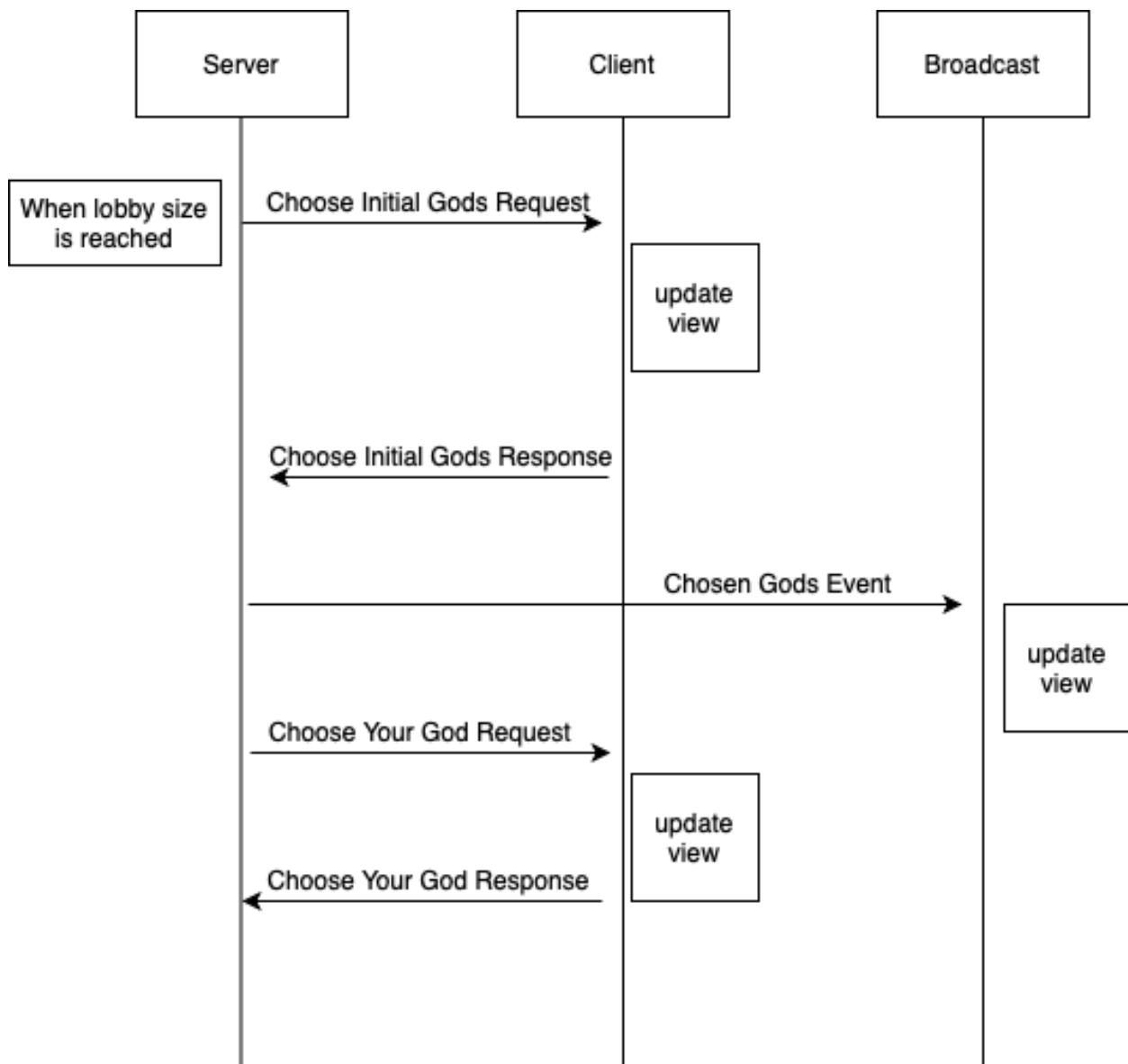
## Advanced feature: Reload match



If a saved game was found, the first client decides if he wants to reload the match.

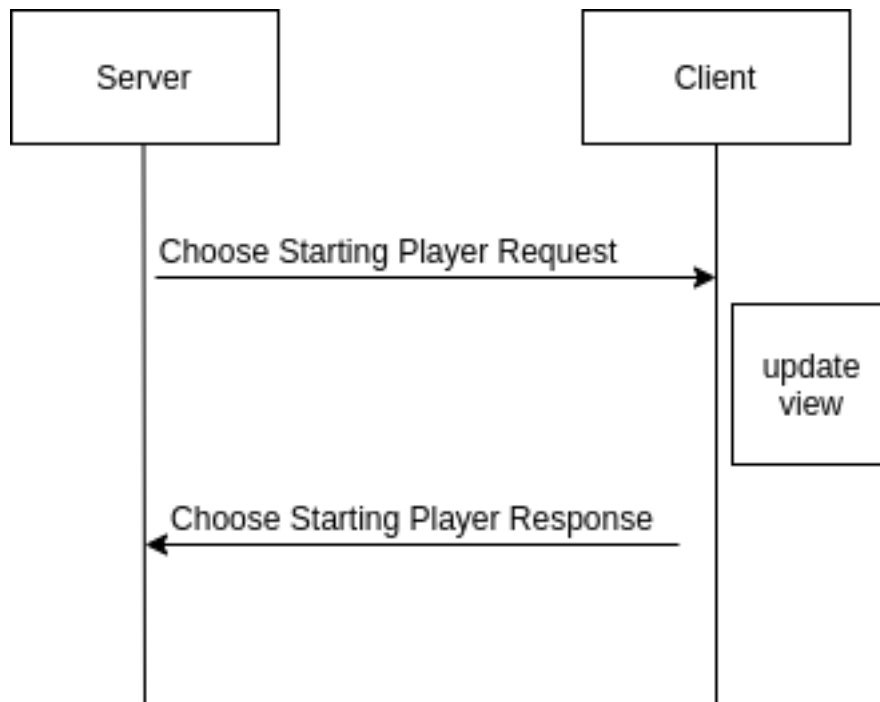
If the game restarts while performing a player action, we send to that player the possible actions he can do with the previously selected worker. After he decides what to do, as usual we send the updated gameboard to every client.

## Choose gods



The first client, who created the lobby, decides the gods with he wants to play. We send the chosen gods to the next connected client and he chooses his god. Every time a player chooses his god, we remove that god from the gods list and send it to the next player. When the list has only one god, we send a message to the last player such as "This is your god!"

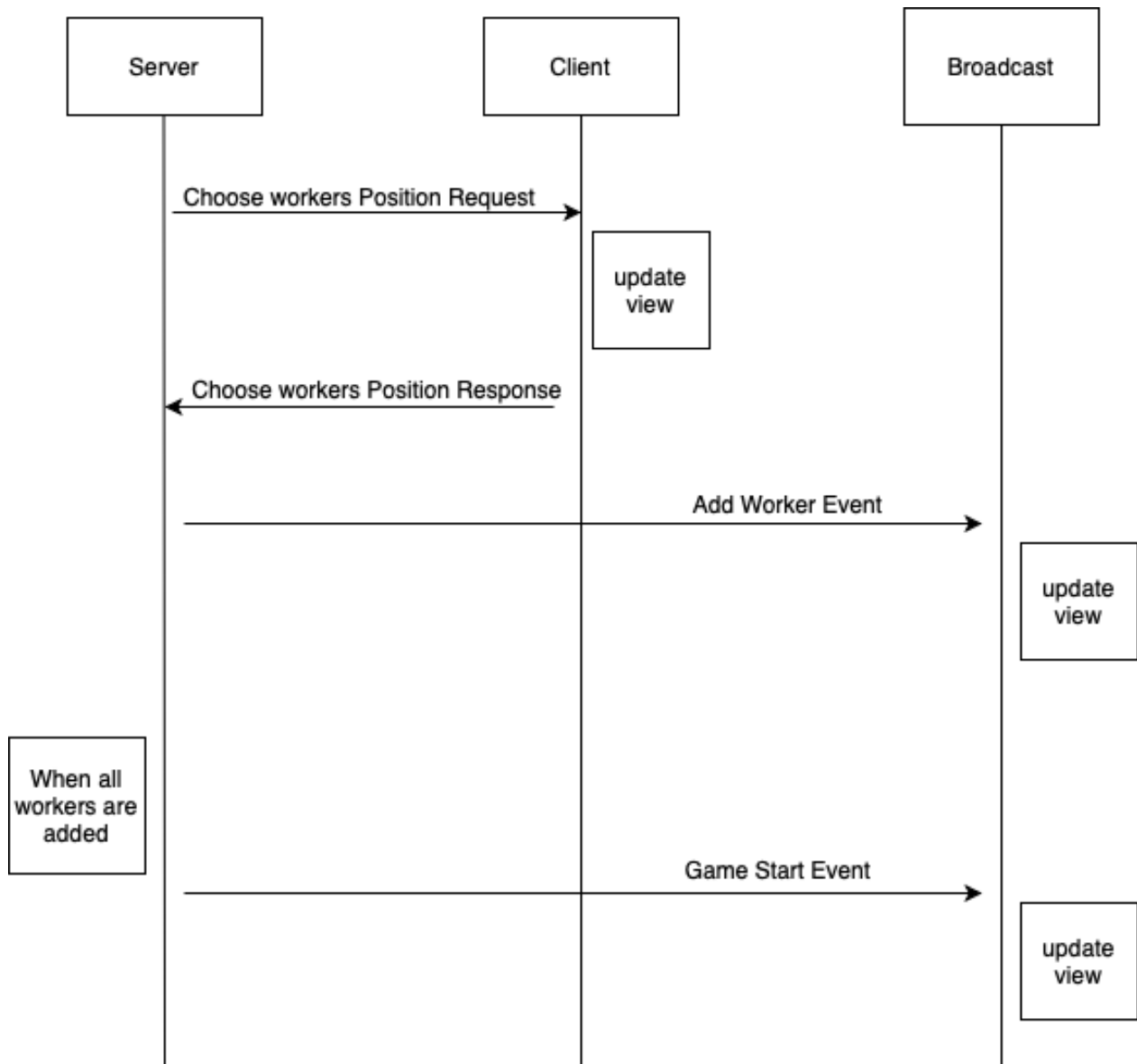
## Select Starting Player



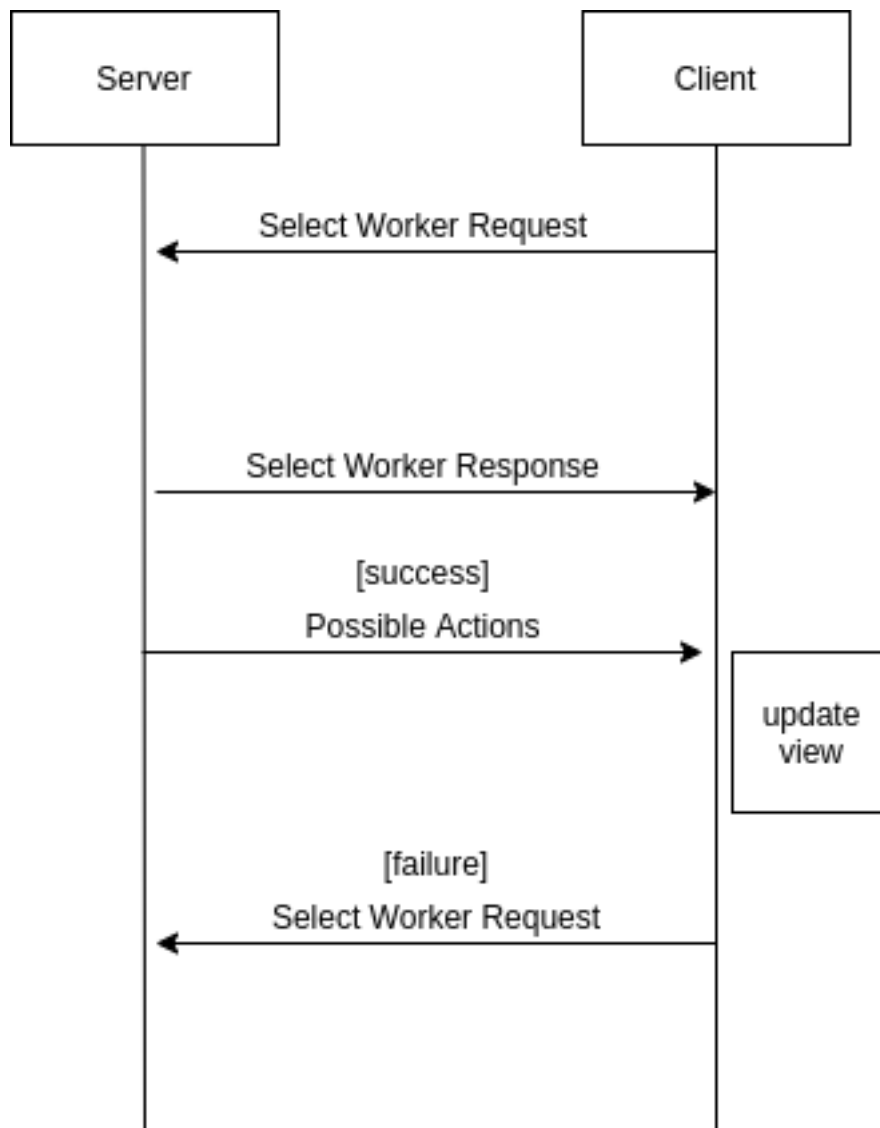
The client who created the lobby chooses the starting player: he will be the first to place his workers on the board.

When all players' workers will be placed, the chosen starting player will begin the game.

## Choose workers position



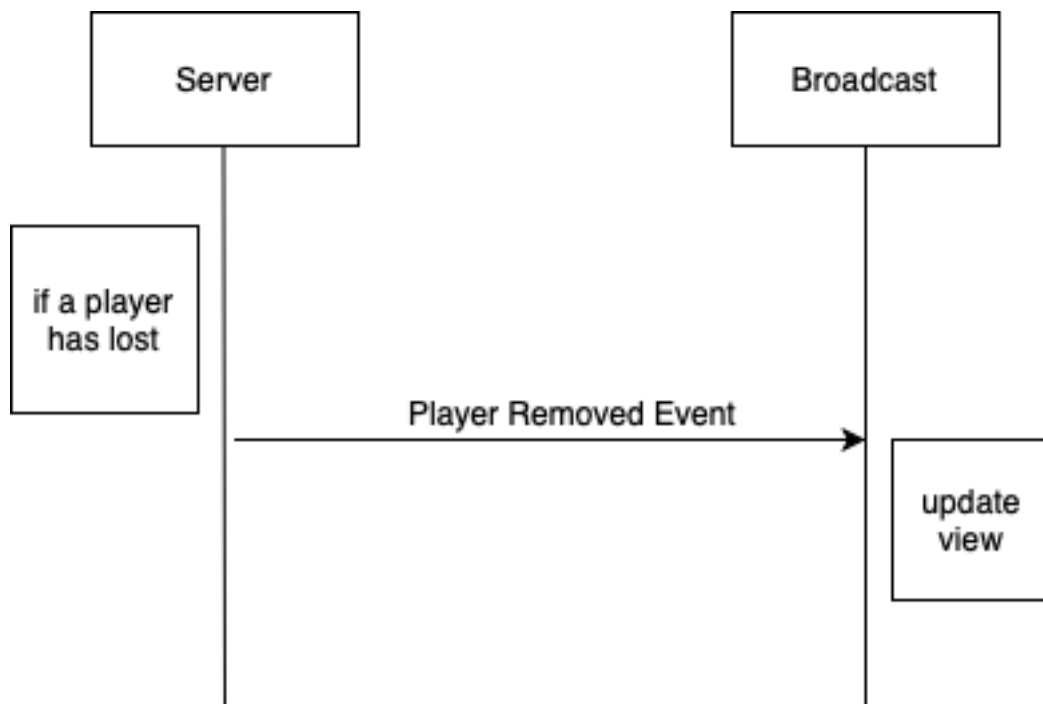
## Select Worker



Every time at the beginning of the turn, the player must select a worker. After he has chosen the selected worker, the server sends him the possible actions he can perform.



## Player Lost

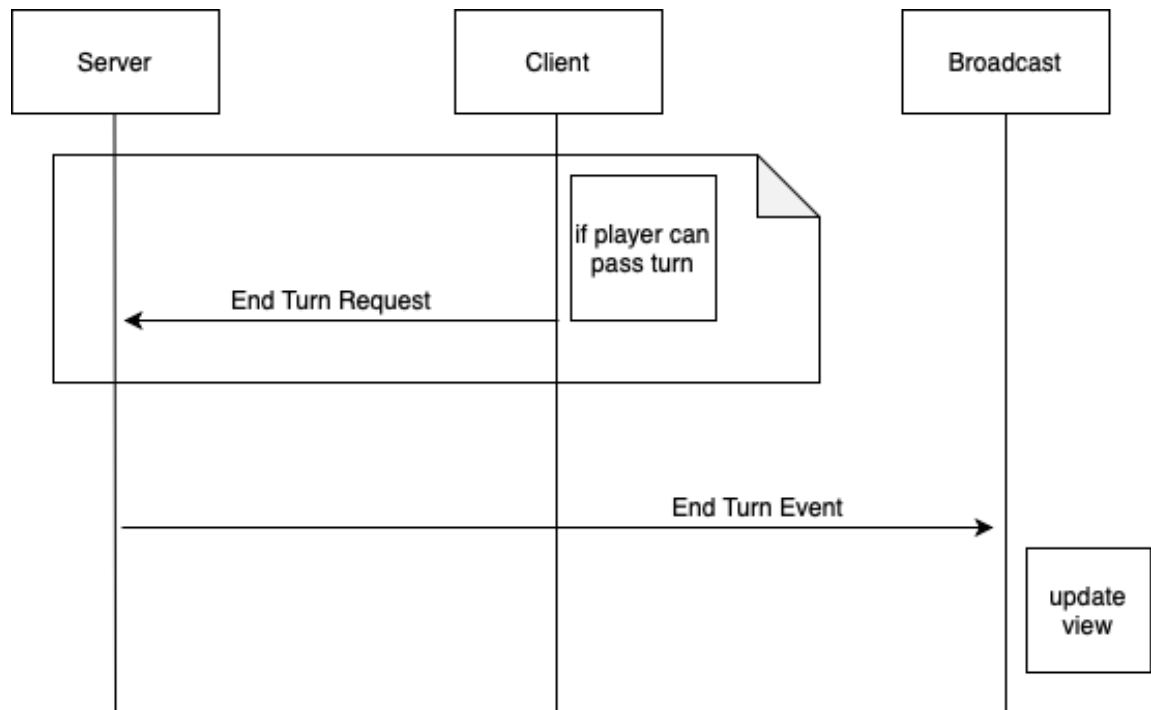


After a player lost, his workers will be removed from the board.

He will receive a message from the server such as "You lost!" and from now he will be a spectator of the game. If he decides to close the connection, the game goes on if other players are still playing.

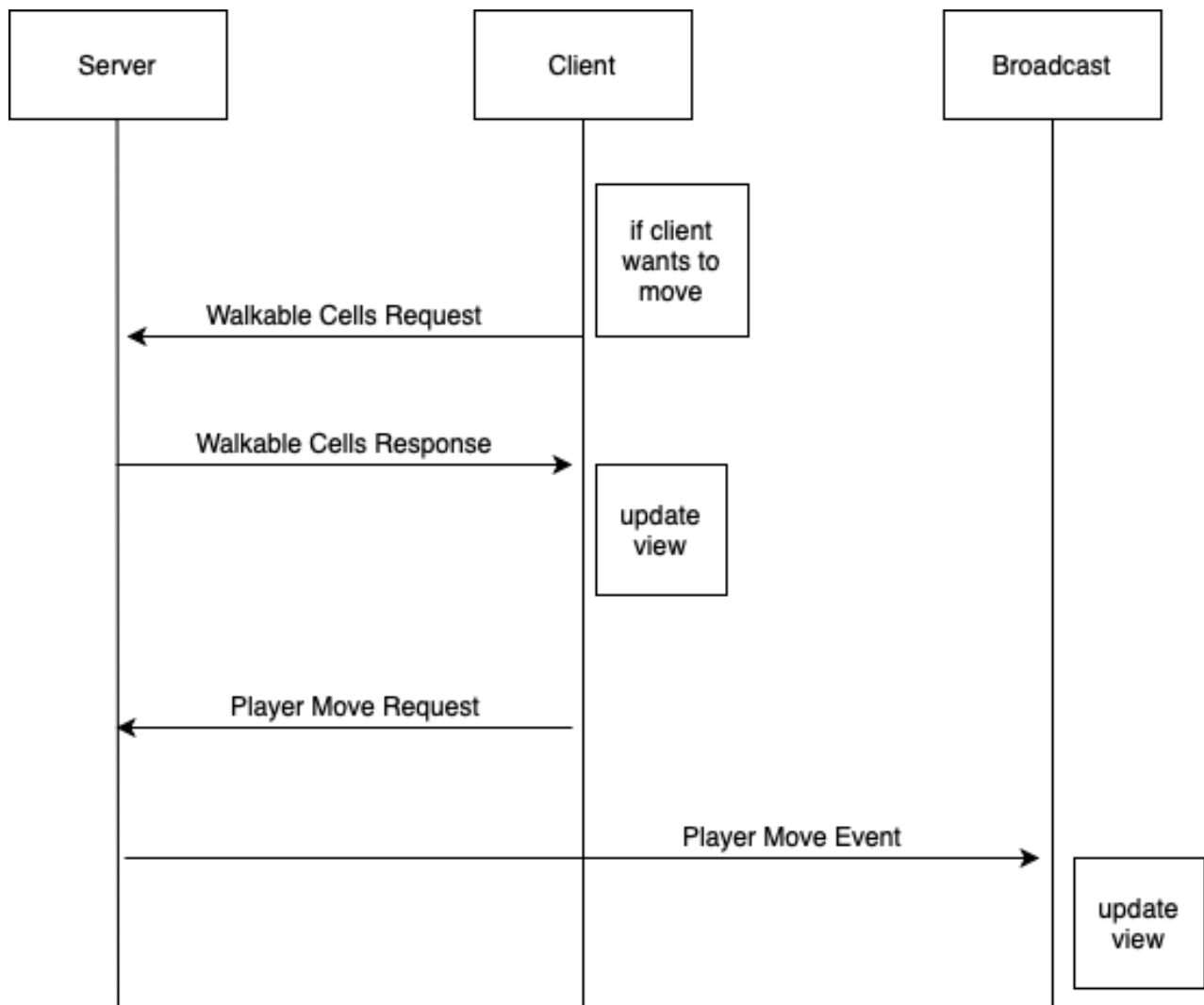
To the other clients the server will send a message such as "this player has lost!"

## End Turn

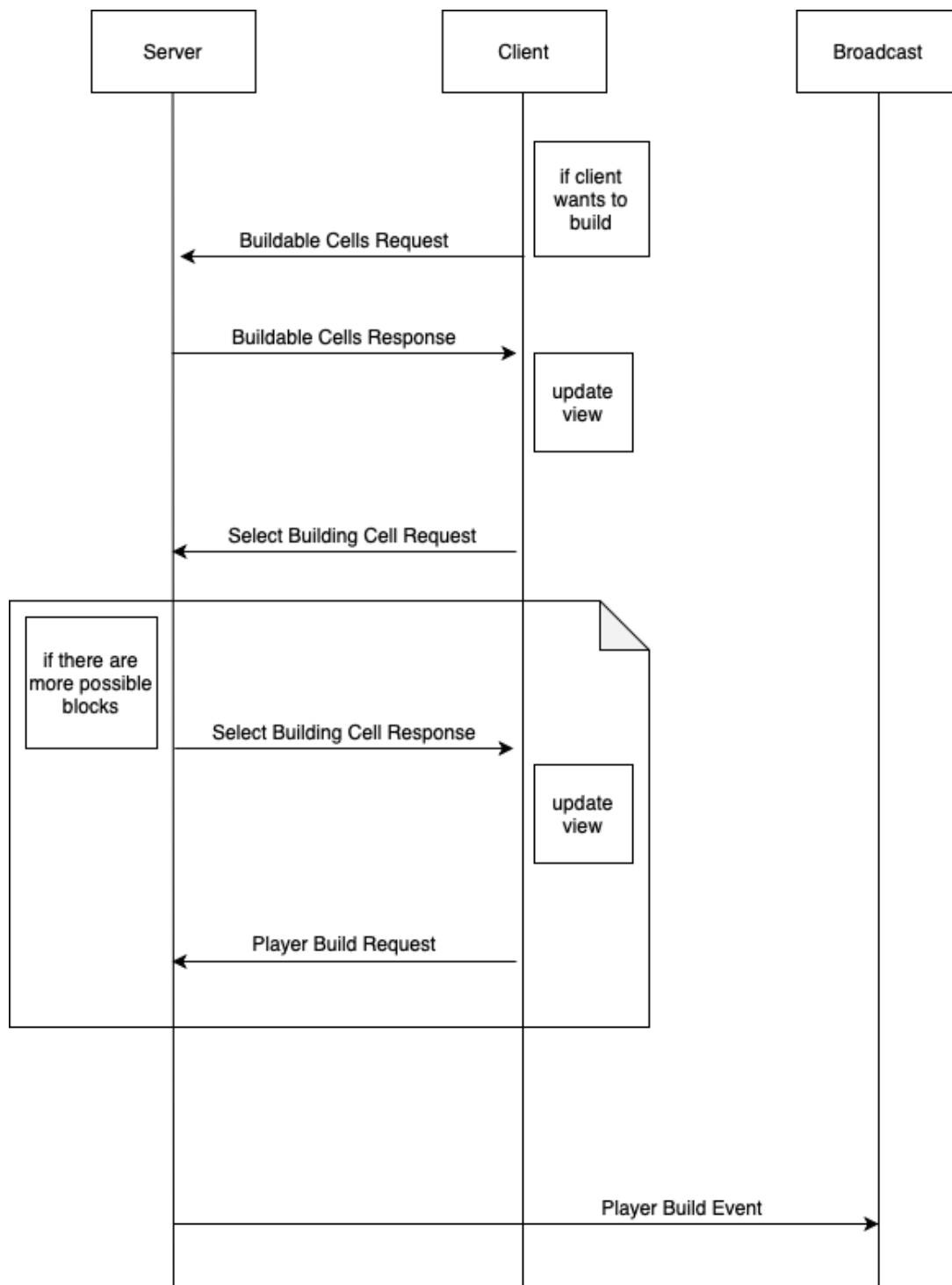


The turn finishes automatically if the player performed all of his actions.

## Player Move

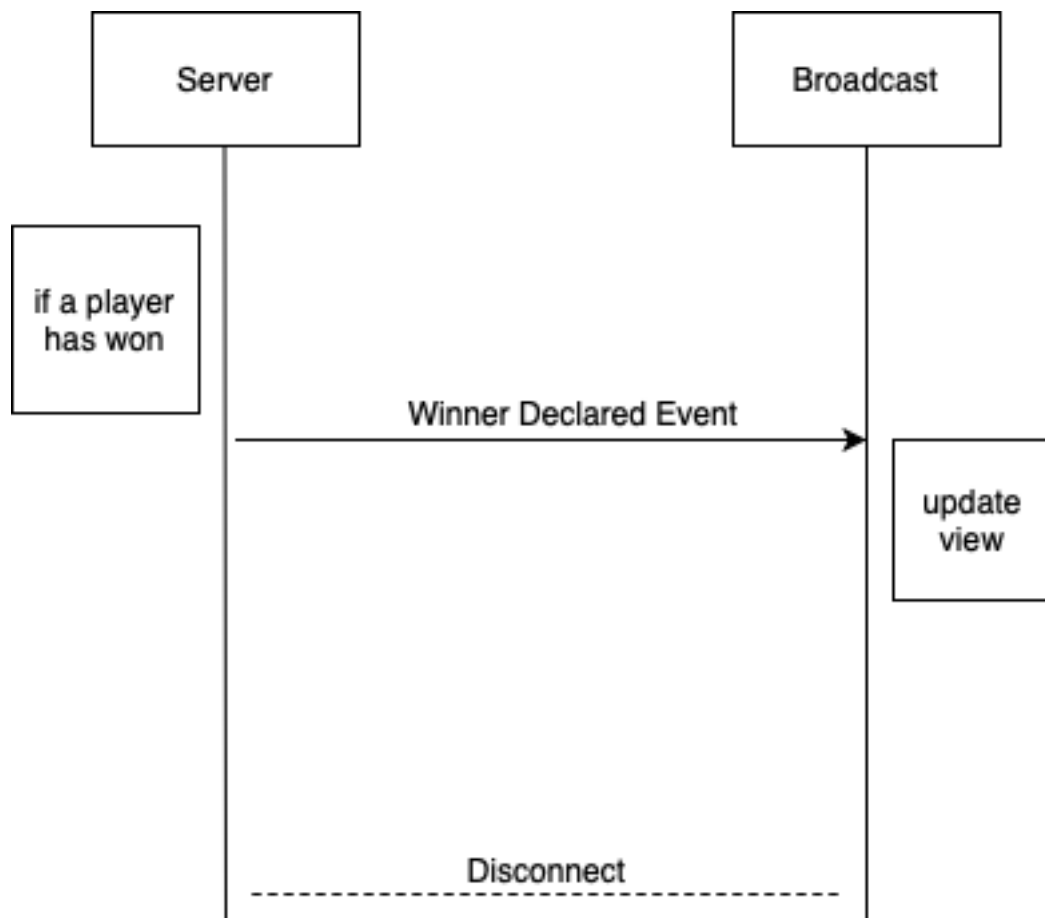


## Player Build



After the player decided where he wants to the build, the block will be built automatically if he can build only one block.

## Player Won



When a player won, the server will send to that player "You won!" and to the other players "This player won!".  
Immediately after this, every client will return to the waiting room and will decide to create or join a lobby.

## Waiting Room

