SETTAGGIO NUMERO DI GIOCATORI DELLA PARTITA PROTOCOLLO HEARTBEAT SERVER CLIENT SERVER CLIENT ASK WANT TO PLAY EVENT HEARTBEAT HEARTBEAT ASK WANT TO PLAY EVENT YOU CAN PLAY / YOU HAVE TO WAIT ASK N PLAYERS CLOSE CONNECTION FROM SERVER EVENT NEL CASO LA CONNESSIONE SIA SCADUTA OBJ N PLAYER SETTAGGIO INFO GIOCATORI VITTORIA / SCONFITTA CLIENT SERVER ASK PLAYER EVENT SERVER CLIENT OBJ PLAYER CLOSE CONNECTION FROM CLIENT EVENT START GAME WHO HAS LOST EVENT NEL CASO CI SIANO TRE GIOCATORI E LA PARTITA POSSA CONTINUARE ACK START GAME UPDATE GAME DATA OBJ STATE SERVER CLIENT ACK PLAYER UPDATE BOARD EVENT SETTAGGIO CARTE PER LA PARTITA MOSSA DEL WORKER ${\sf SERVER}$ CLIENT ASK N CARDS EVENT SERVER CLIENT ASK BUILD BEFORE MOVE EVENT OBJ TEMP CARD SE E' IN GRADO DI FARE UNA MOSSA SPECIALE OBJ BLOCK BEFORE MOVE ASK MOVE EVENT OBJ CARD OBJ MOVE SETTAGGIO WORKER SULLA BOARD COSTRUZIONE SERVER CLIENT ASK INITIALIZE WORKER SERVER CLIENT ASK BUILD EVENT OBJ WORKERS OBJ BLOCK SCELTA WORKER DA MUOVERE SERVER CLIENT ASK WORKER TO MOVE EVENT

OBJ WORKER TO MOVE