

Scheme: *A player selects some object cards and put them in his library*

The process is entirely managed on the server side and simply transmitted to the clients in the game.

The procedure begins when a client makes a move, which is communicated to the server as shown in Sequence Diagram 2.

The server, through the TurnController class, carries out the requested move by the user on the model.

The model detects any satisfied common goals during the move checks (checkCommonGoal), updating the scores on the model side as well as the central grid and the player's library.

The model also composes a message containing, among other information, the number of points gained from the common cards with the just performed move.

This message is returned to the TurnController, which checks any points collected in the message and forwards them to the clients with a CommonGoal message.

The clients will then display these new points on the screen.

