UML Sequence Diagram

1: Open mobile application()

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2: create new lobby()
2.1: create new lobby()
2.1.1: Create new lobby()
2.1.1.1:
Lobby
2.1.2: Generate invitation code()
2.1.3: Set Invitation Code(gameId, code)
2.1.3.1: Set invitation code(code)
2.1.3.2:
2.1.4: return lobby description
2.1.5: Get list of available questions()
2.1.6: return list of available questions
2.1.7: Generate list of questions for quiz(question)
2.1.8: Set questions(questions)
2.1.8.1: Set questions(questions)
2.1.8.2:
2.1.9: return lobby description
2.2: return lobby description
2.3: Present lobby description(lobbyDescription)

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3: Select standard game mode()
3.1: Set standard game mode(gameID)
3.1.1: Set standard game mode(gameID)
3.1.1.1: Set standard game mode()
3.1.1.2:
3.1.2: return lobby description
3.1.3: Inform players about new settings(lobbyDescription)
3.1.4: return lobby description
3.2: Present lobby description(lobbyDescription)

4: Select conquer game mode()
4.1: Set conquer game mode(gameID)
4.1.1: Set conquer game mode(gameID)
4.1.1.1: Set conquer game mode()
4.1.1.2:
4.1.2: return lobby description
4.1.3: Generate checkpoints()
4.1.4: Set checkpoints(checkpointIndices)
4.1.4.1: Set checkpoints(checkpointIndices)
4.1.4.2:
4.1.5: return lobby description
4.1.6: Inform players about new settings(lobbyDescription)
4.1.7: return lobby description
4.2: Present lobby description(lobbyDescription)

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5: Set "without gamemaster" lobby mode()
5.1: Set "without gamemaster" lobby mode(gameID)
5.1.1: Set "without gamemaster" lobby mode(gameID)
5.1.1.1: Set "without gamemaster" lobby mode()
5.1.1.2:
5.1.2: return lobby description
5.1.3: Inform players about new settings(lobbyDescription)
5.1.4: return lobby description
5.2: Present lobby description(lobbyDescription)

6: Set "with gamemaster" lobby mode()
6.1: Set "with gamemaster" lobby mode(gameID)
6.1.1: Set "with gamemaster" lobby mode(gameID)
6.1.1.1: Set "with gamemaster" lobby mode()
6.1.1.2:
6.1.2: return lobby description
6.1.3: Inform players about new settings(lobbyDescription)
6.1.4: return lobby description
6.2: Present lobby description(lobbyDescription)

7: Select gamemaster()
7.1: Set gamemaster(userID)
7.1.1: Set gamemaster(userID)
7.1.1.1: Set gamemaster(userID)
7.1.1.2:
7.1.2: return lobby description
7.1.3: Inform players about new settings(lobbyDescription)
7.1.4: return lobby description
7.2: Present lobby description(lobbyDescription)

8: start(quiz)
8.1: start quiz(gameID)
8.1.1: Inform players about quiz launching(gameID)

9: enter invitation code()
9.1: connect to lobby via invitation code(invitationCode)
9.1.1: find lobby(invitationCode)
9.1.2: return lobby description
9.2: return lobby description
9.3: Present lobby description(lobbyDescription)

10: enter random lobby()
10.1: connect to random lobby()
10.1.1: find random lobby()
10.1.2: return lobby description
10.2: return lobby description
10.3: Present lobby description(lobbyDescription)