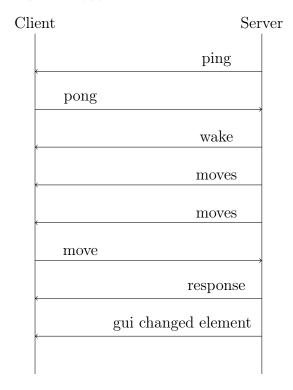
# Data Diagram

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# Communication protocol

#### Game

#### Move Phase



# $\begin{array}{c} \mathbf{wake(client)} \\ \text{"your turn"} \backslash n \end{array}$

# moves(client)

["builder", "squares", "phase"] $\$ 

$$\label{eq:moves} \begin{split} & \textbf{moves(client)} \\ & ["builder", "squares", "phase"] \backslash n \end{split}$$

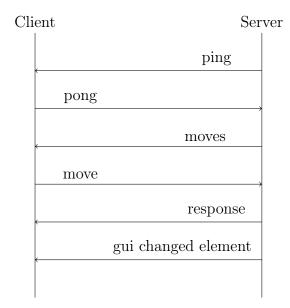
#### ${f response}$

 $response \backslash n$ 

response:y,n

$$\begin{array}{c} \mathbf{move(server)} \\ \text{["builder","square"]} \backslash n \end{array}$$

#### **Build Phase**



 $\label{eq:moves(client)} \begin{aligned} & \mathbf{moves(client)} \\ & ["builder", "squares", "phase"] \backslash n \end{aligned}$ 

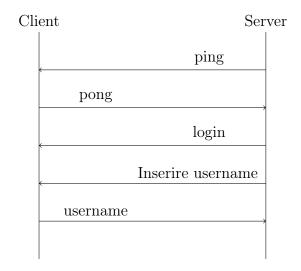
 $\begin{array}{c} \mathbf{move(client)} \\ ["builder","square"] \backslash n \end{array}$ 

# response

 $\begin{array}{c} {\rm response} \backslash {\rm n} \\ {\it response} : y, n \end{array}$ 

# Initialization

# Login Phase



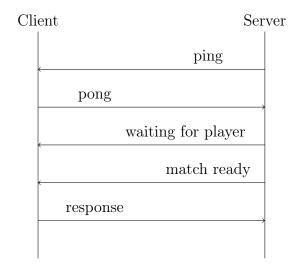
# login request (server)

 $\begin{array}{c} login \backslash n \\ Inserire\ username \backslash n \end{array}$ 

# login reply(client)

 $username \backslash n$ 

# Waiting Room Phase



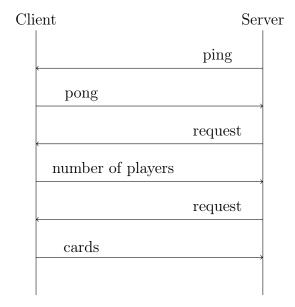
waiting for player "wait" \n

 $\begin{array}{c} \mathbf{match} \ \mathbf{ready} \\ "ready" \backslash n \end{array}$ 

#### response

 $\begin{array}{c} \text{response} \backslash \mathbf{n} \\ response: y, n \end{array}$ 

#### **Match Creation Phase**



#### request

"number"\n number:2,3

# number of players

"number"\n number:2,3

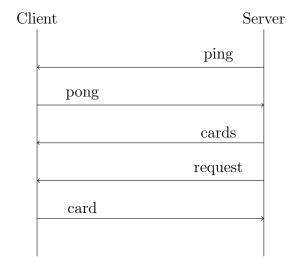
# request

"cards" $\n$ 

#### $\operatorname{cards}$

 $"cards" \backslash n$ 

#### Card Phase



 $\operatorname{cards}$ 

 $"cards" \backslash n$ 

 $\begin{array}{c} \mathbf{request} \\ \text{"card"} \backslash n \end{array}$ 

 $\mathbf{card}^{} \text{"card"} \backslash n$