

Data Diagram

Leonardo Dezi

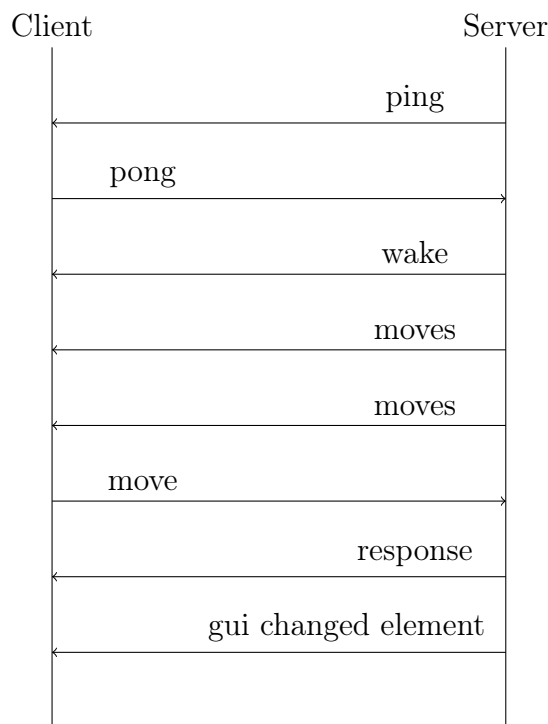
Francesco Dami

Marco Bruni

Communication protocol

Game

Move Phase



wake(client)
"your turn"\n

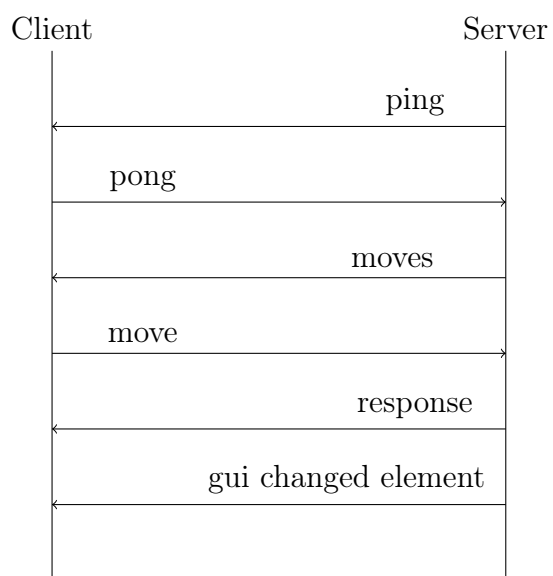
moves(client)
["builder", "squares", "phase"]\n

moves(client)
["builder", "squares", "phase"]\n

response
response\n
response:y,n

```
    move(server)
["builder", "square"]\n
```

Build Phase



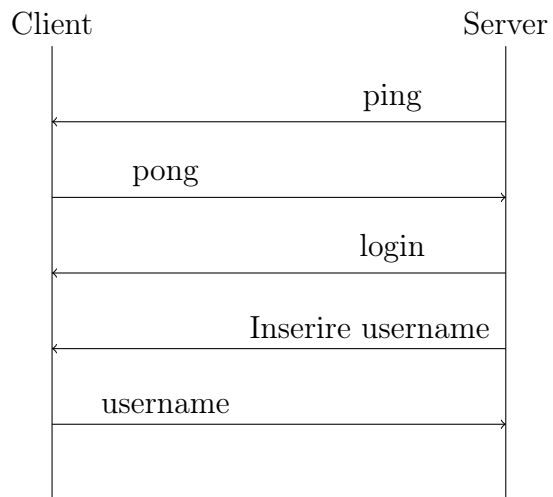
```
    moves(client)
["builder", "squares", "phase"]\n
```

```
    move(client)
["builder", "square"]\n
```

```
    response
response\n
response:y,n
```

Initialization

Login Phase



login request (server)

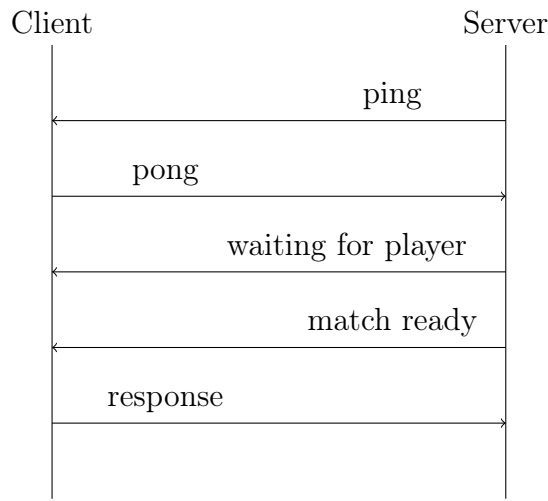
login\n

Inserire username\n

login reply(client)

username\n

Waiting Room Phase

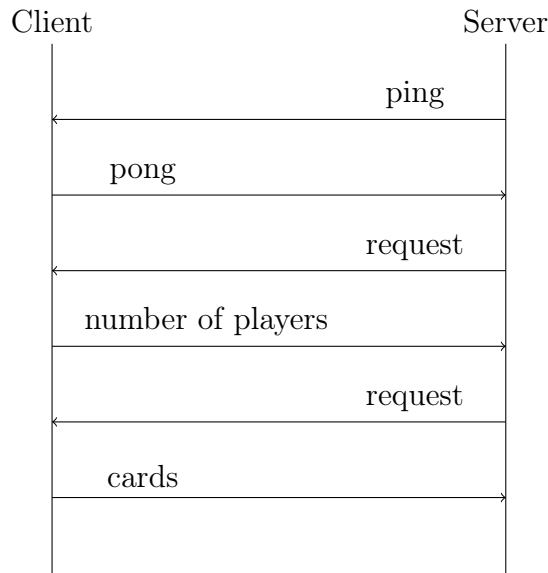


waiting for player
"wait"\n

match ready
"ready"\n

response
response\n
response:y,n

Match Creation Phase



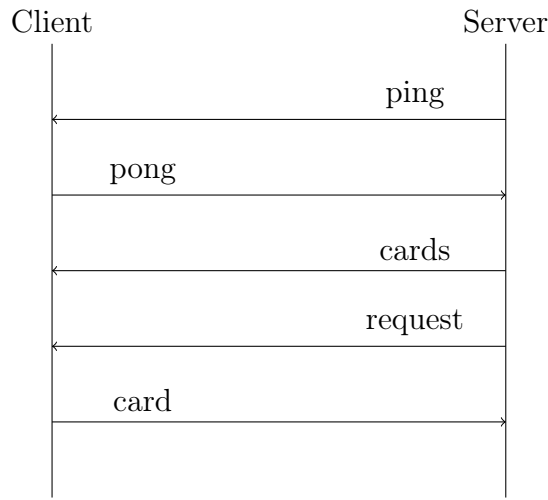
request
"number"\n
number:2,3

number of players
"number"\n
number:2,3

request
"cards"\n

cards
"cards"\n

Card Phase



cards
"cards"\n

request
"card"\n

card
"card"\n