

## SEQUENCE DIAGRAMS EXPLANATION

### 1 – SEQUENCE DIAGRAM FOR CLIENT LOGIN

This sequence diagram illustrates how the login phase is handled.

When a new client connects to the game, the server starts a new client handler.

The client handler requests the username from the client and once received it checks its validity, a message is returned based on the validity of the username.

### 2 – SEQUENCE DIAGRAM FOR PLAY CARD

This sequence diagram shows the interactions to play a card from the client's hand.

The client handler asks to the client what play he wants to make (card + position in which to place it + side).

Then, the client handler receives the client's play and forwards it to the model.

The model checks the validity of the play and returns a message based on it.

### 3 – SEQUENCE DIAGRAM FOR DRAW CARD

This sequence diagram shows the interactions to allow the player to draw a card.

The client handler asks to the client where he wants to draw from.

The client can: draw from the resource deck, draw from the gold deck, draw directly from the table.

Based on the client's choice, the client handler calls the three different methods to draw, which in turn calls the respective methods of the controller.

The controller then checks to see if it is indeed possible to draw in such a manner and communicates the outcome back to the client.