SEQUENCE DIAGRAMS EXPLANTION

1 – SEQUENCE DIAGRAM FOR CLIENT LOGIN

This sequence diagram illustrates how the login phase is handled.

The controller-server requests the username from the view-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 controller-server asks to the view-client what play he wants to make (card + position in which to place it + side).

The controller-server receives the view-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 controller-server asks to the view-client where he wants to draw from.

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

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

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