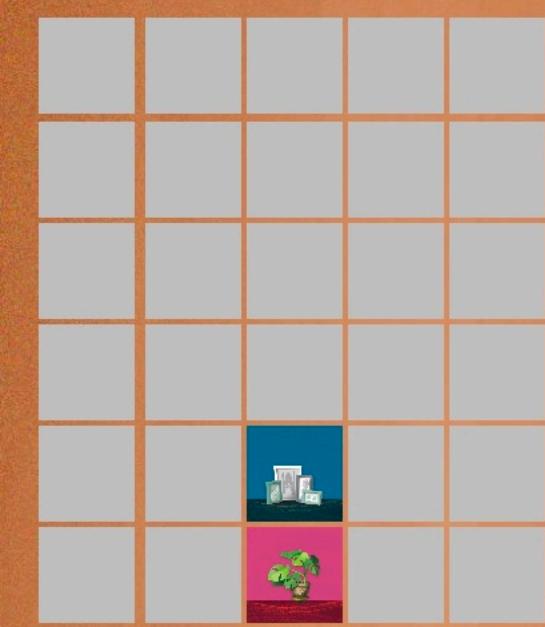


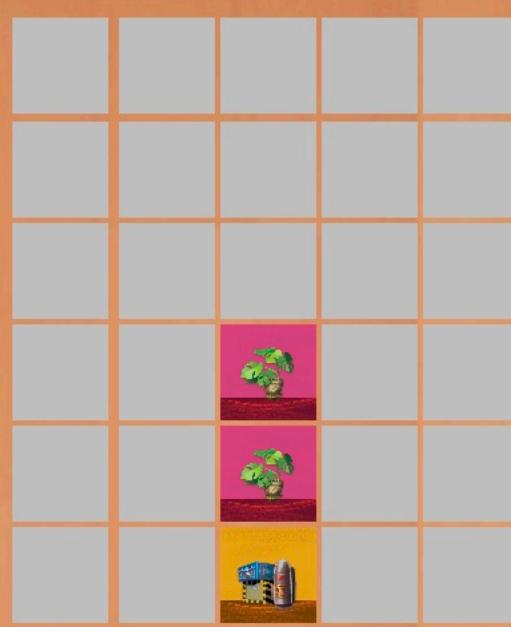
```
Last login: Tue May 30 11:18:25 on ttys003
[simonegirardi@MacBook-Air-di-Simone ~ % java -jar /Users/simonegirardi/Desktop/MyShelfie.jar
=====
||      MENU      ||
=====

Start as:
1. Server [s]
2. Client [c]
> Please enter your choice: s
Starting as a server...
Server started
A new client is trying to connect...
giacomo connected with client Id: 1
A new client is trying to connect...
marco connected with client Id: 2
Starting game GameID 1 with { giacomo@1 marco@2 }
A new client is trying to connect...
simone connected with client Id: 3
A new client is trying to connect...
lorenzo connected with client Id: 4
A new client is trying to connect...
andrea connected with client Id: 5
Starting game GameID 2 with { simone@3 lorenzo@4 andrea@5 }
A new client is trying to connect...
simone connected with client Id: 6
A new client is trying to connect...
alessandro connected with client Id: 7
A new client is trying to connect...
sara connected with client Id: 8
A new client is trying to connect...
martina connected with client Id: 9
Starting game GameID 3 with { simone@6 alessandro@7 sara@8 martina@9 }
|
```

andrea:



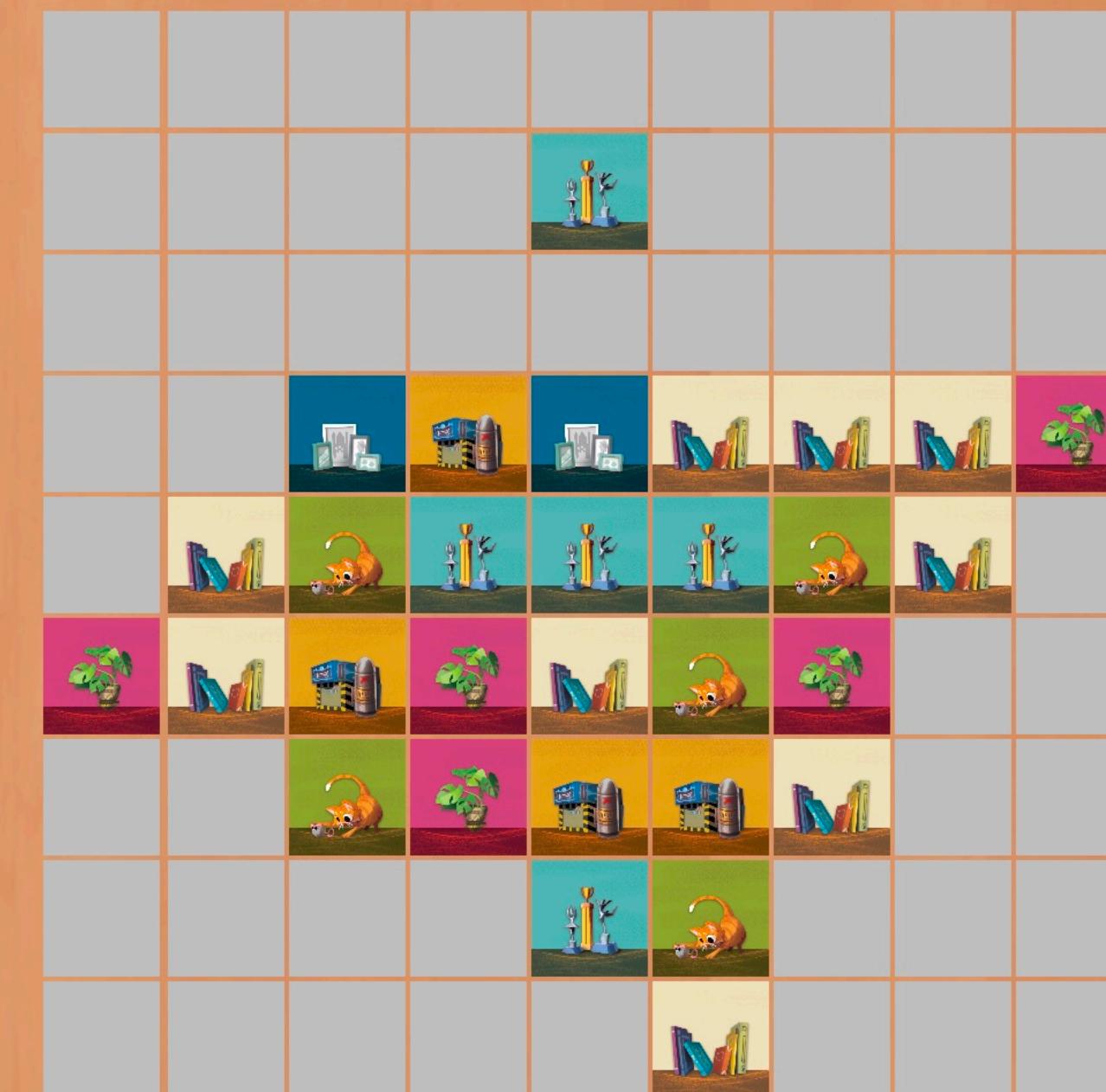
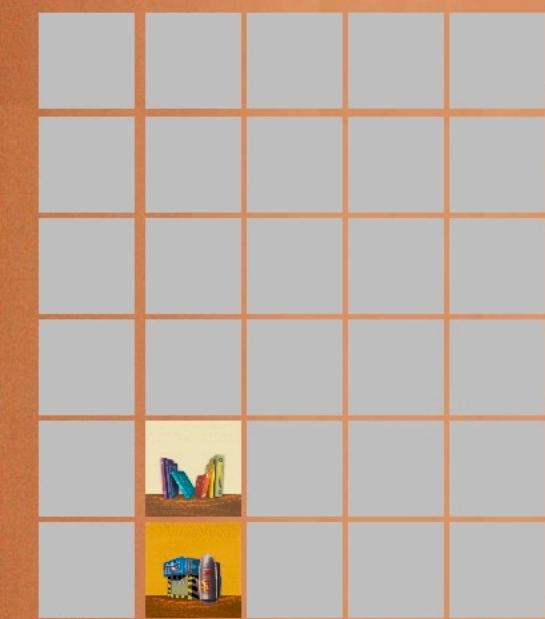
simone:



Common Goal Card

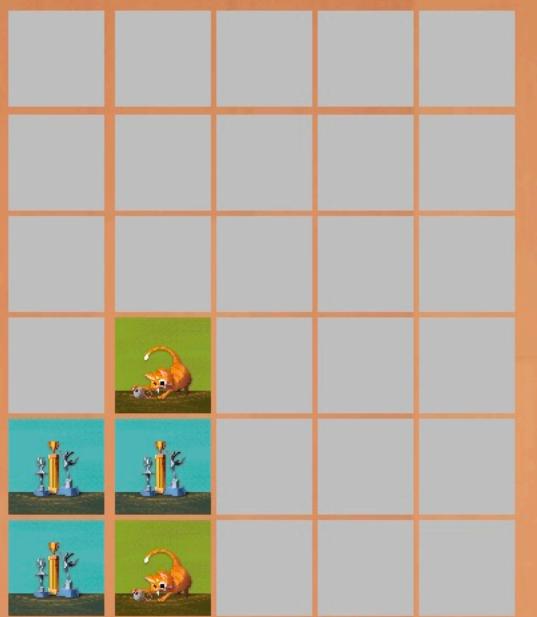
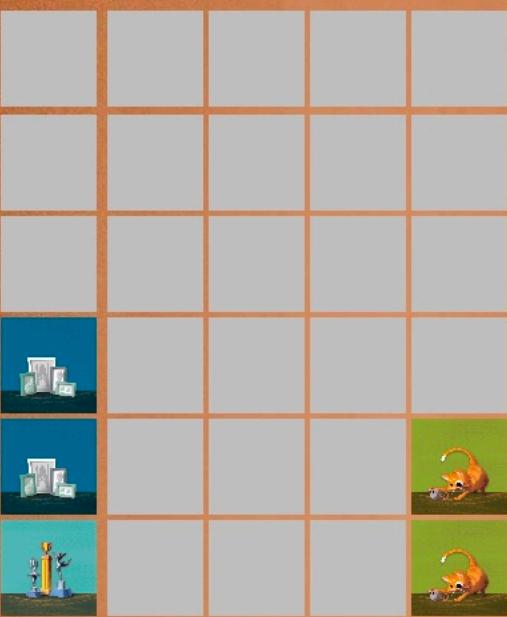


lorenzo:

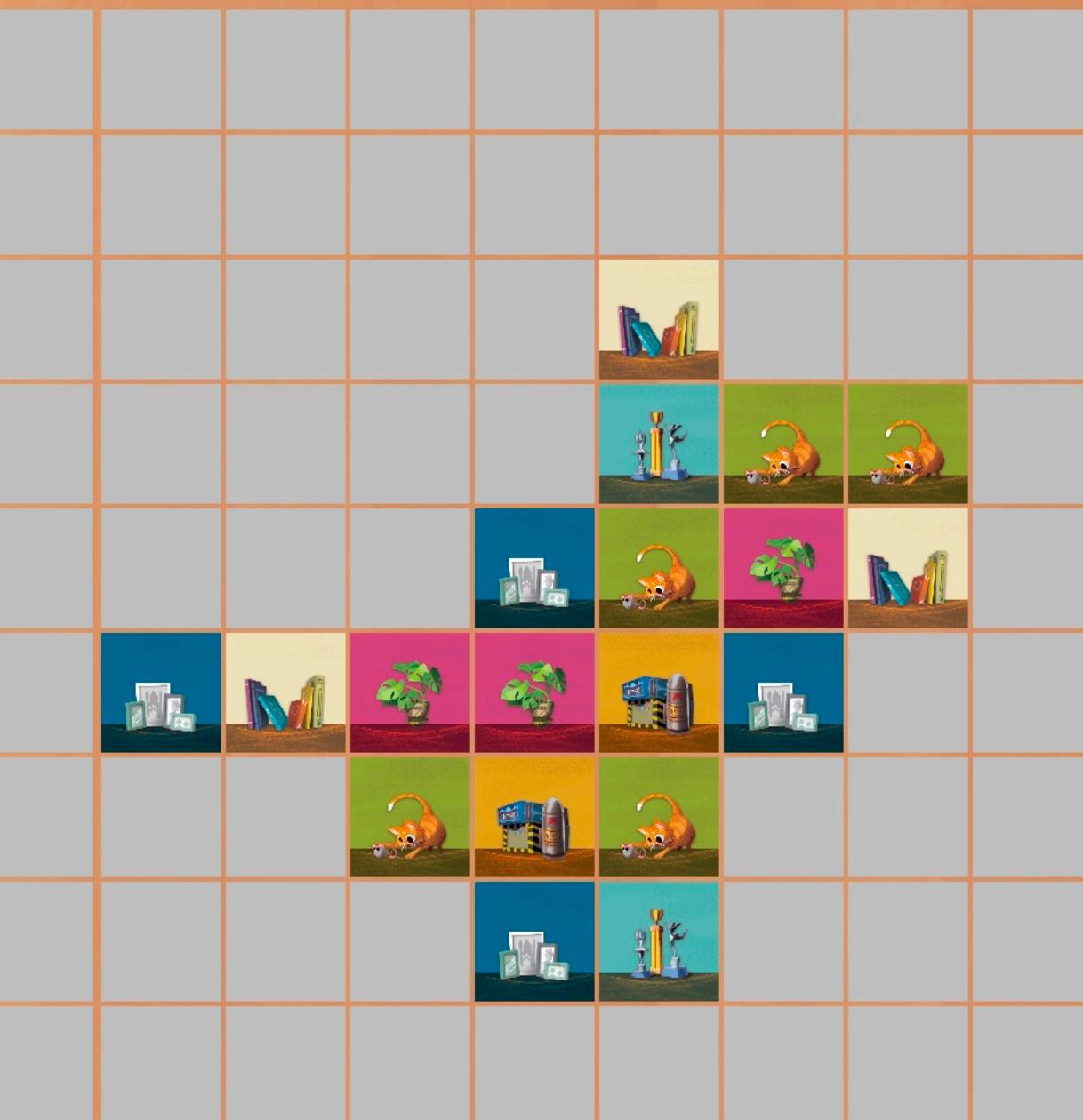


marco:

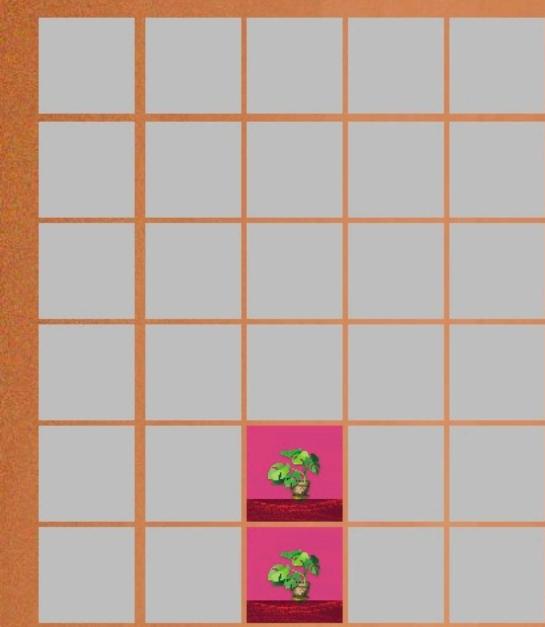
giacomo:



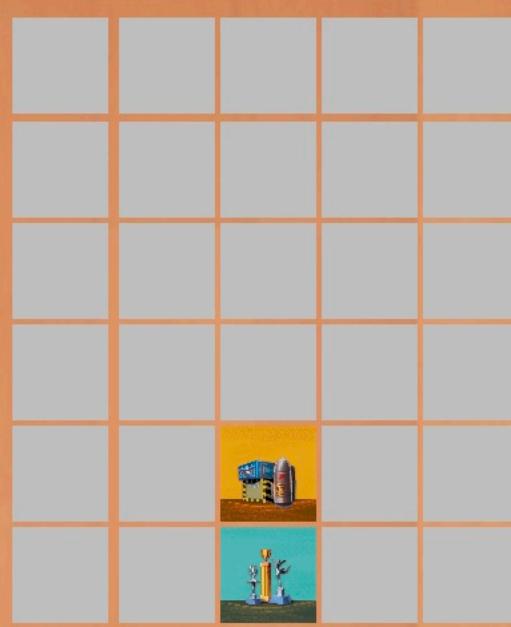
Common Goal Card



simone:



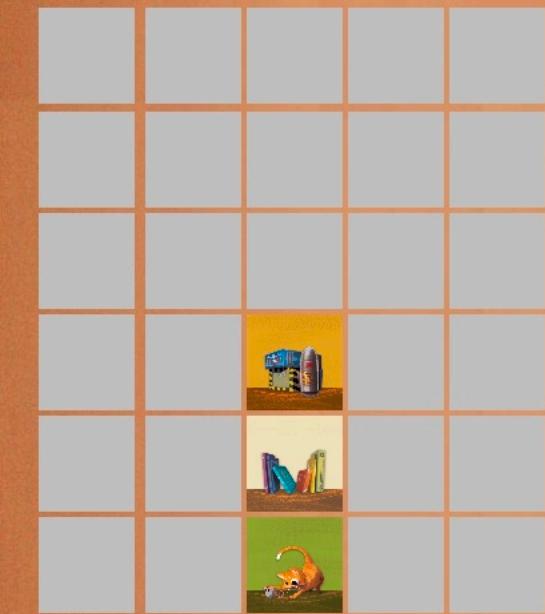
alessandro:



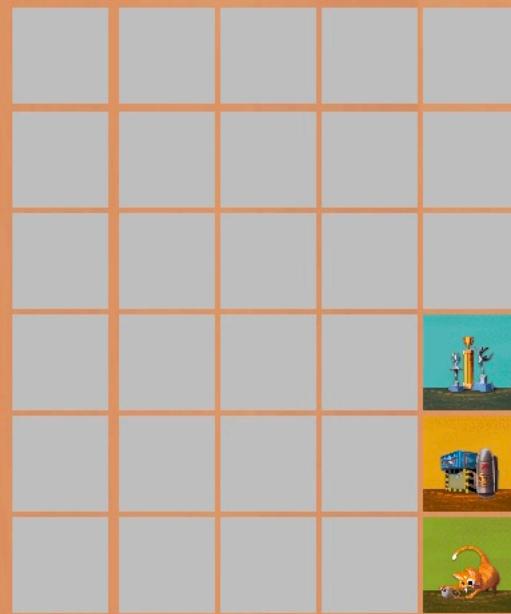
Common Goal Card



sara:



martina:



```
Last login: Tue May 30 11:18:25 on ttys003
[simonegirardi@MacBook-Air-di-Simone ~ % java -jar /Users/simonegirardi/Desktop/MyShelfie.jar
=====
||      MENU      ||
=====

Start as:
1. Server [s]
2. Client [c]
> Please enter your choice: s
Starting as a server...
Server started
A new client is trying to connect...
giacomo connected with client Id: 1
A new client is trying to connect...
marco connected with client Id: 2
Starting game GameID 1 with { giacomo@1 marco@2 }
A new client is trying to connect...
simone connected with client Id: 3
A new client is trying to connect...
lorenzo connected with client Id: 4
A new client is trying to connect...
andrea connected with client Id: 5
Starting game GameID 2 with { simone@3 lorenzo@4 andrea@5 }
A new client is trying to connect...
simone connected with client Id: 6
A new client is trying to connect...
alessandro connected with client Id: 7
A new client is trying to connect...
sara connected with client Id: 8
A new client is trying to connect...
martina connected with client Id: 9
Starting game GameID 3 with { simone@6 alessandro@7 sara@8 martina@9 }
Client 5 goes offline
Stopping the game GameID 2 with { simone@3 lorenzo@4 andrea@5 } because andrea disconnected from the server
Unregistering client simone with client id: 3...Client has been successfully unregistered.
Unregistering client lorenzo with client id: 4...Client has been successfully unregistered.
Read failed on client 3 socket
Read failed on client 4 socket
Unregistering client andrea with client id: 5...Client has been successfully unregistered.
```

Common Goal Cards:



It is your turn!

The game suddenly ended because andrea has lost connection with the server

Client lost connection with the server, please check your internet connection and if the server is running

Item Tile Selected:



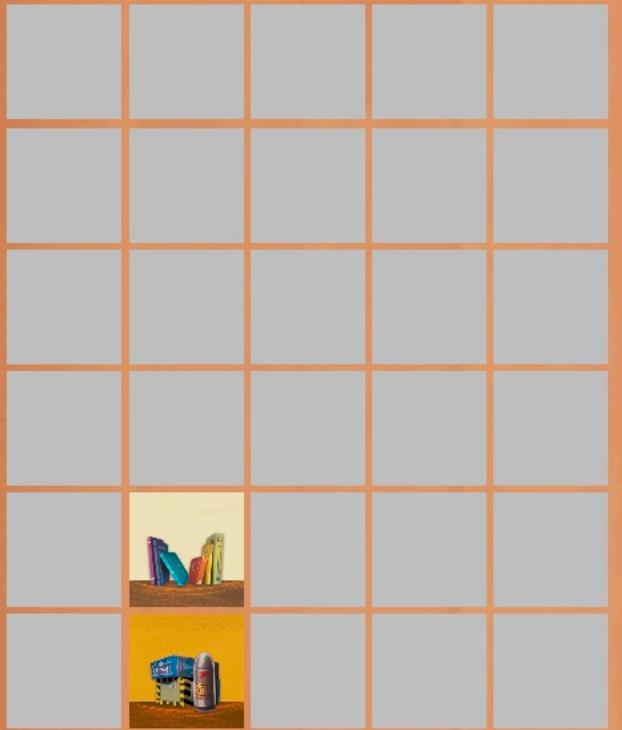
Username

Points

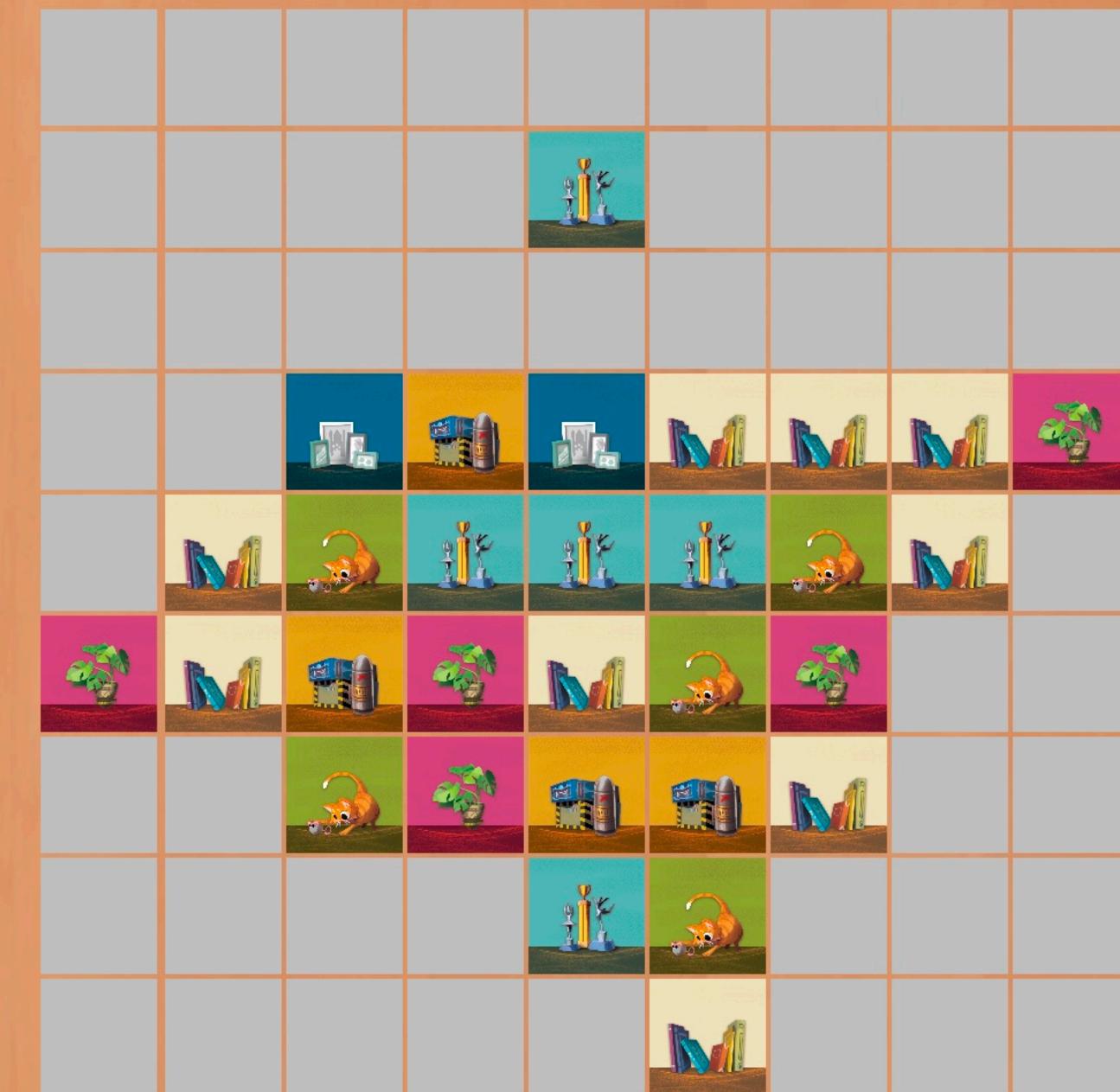
lorenzo

0

Your Library:



Personal Goal Card:



Common Goal Cards:



Waiting for lorenzo to play the turn...

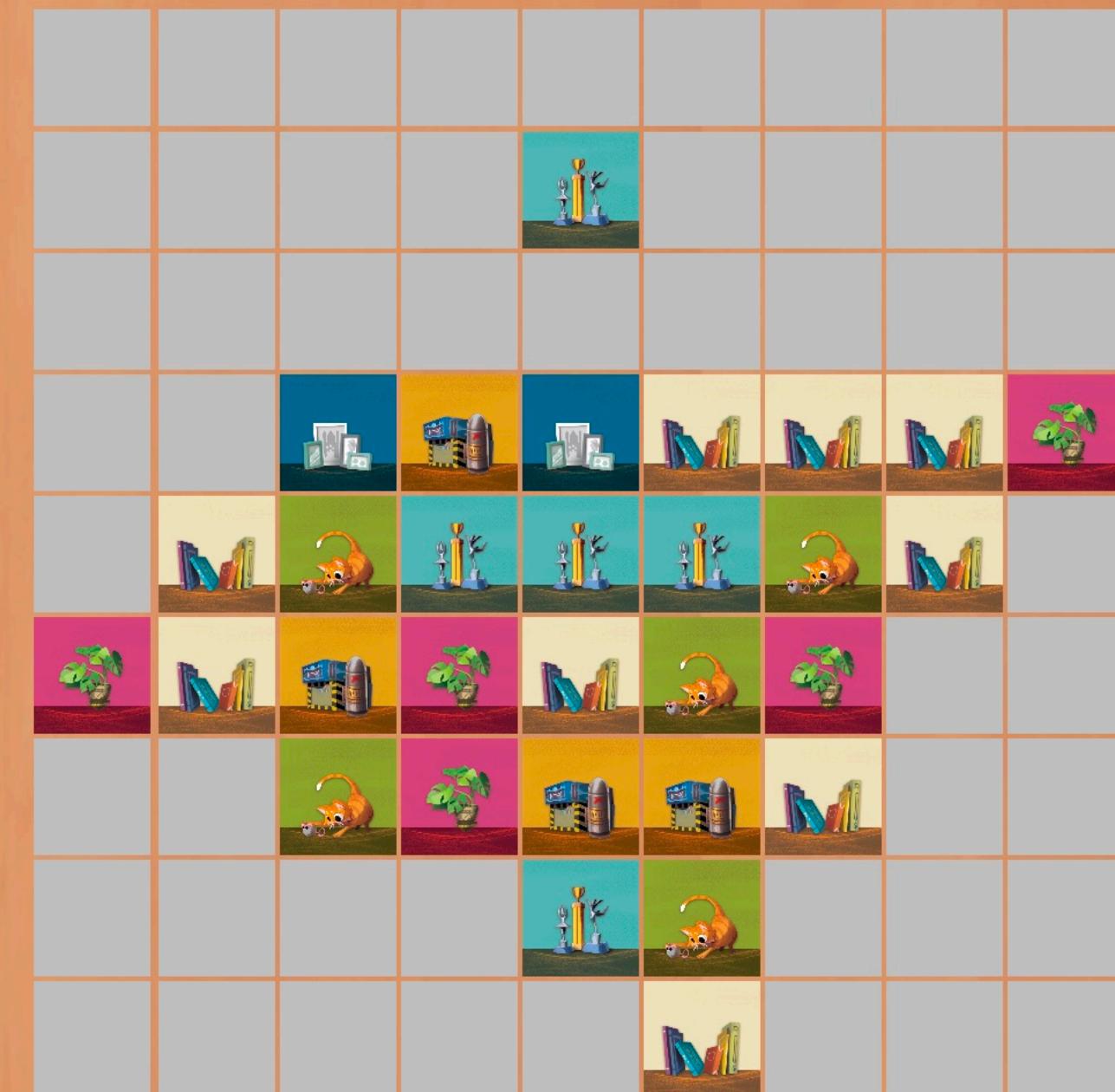
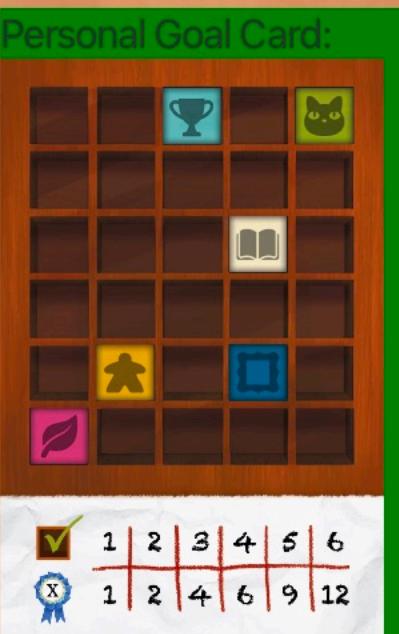
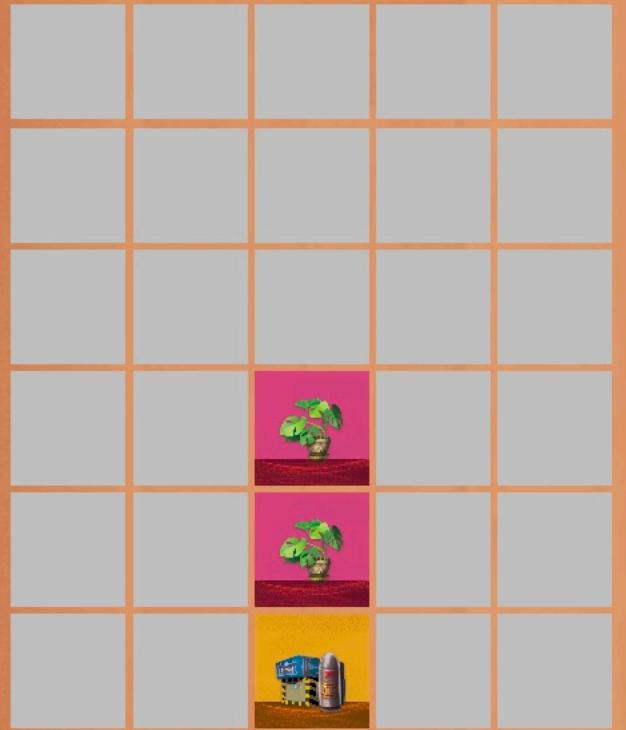
The game suddenly ended because andrea has lost connection with the server

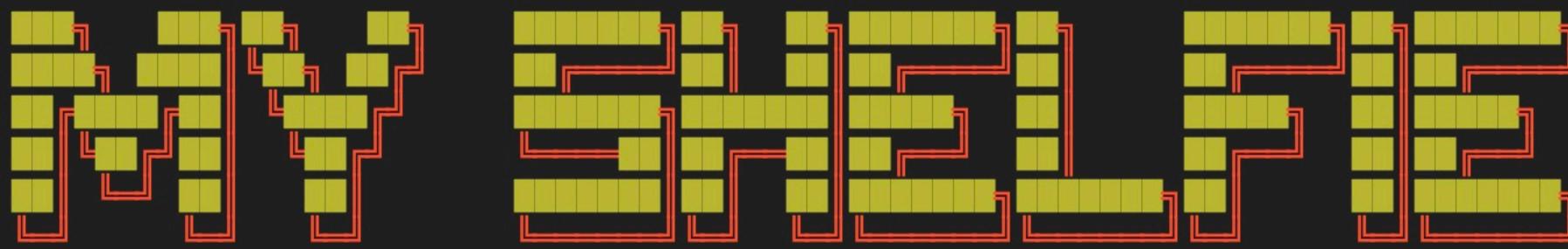
Client lost connection with the server, please check your internet connection and if the server is running

Item Tile Selected:

Username	Points
simone	0

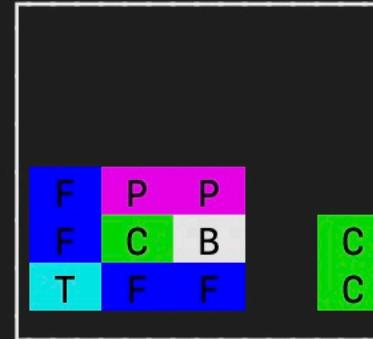
Your Library:





Legend:					
■	= CAT				
■	= BOOK				
■	= GAME				
■	= FRAME				
■	= TROPHY				
■	= PLANT				

marco



Game info:

Username: giacomo
Current player: marco
Points: 5
Turn number: 1/2
Chair: false
Last message: board refilled

Board

	1	2	3	4	5	6	7	8	9
A									
B									
C						BOO			
D									
E							BOO		
F									
G		CAT	GAM	CAT					
H				FRA	TRO				
I									

Library

	1	2	3	4	5
A		FRA			
B		GAM			
C		PLA			
D		CAT	CAT		
E	TRO	TRO	CAT		
F	TRO	CAT	TRO		

Personal Card

	1	2	3	4	5
A	CAT				
B				FRA	
C			PLA		
D	TRO				
E					GAM
F				BOO	

Common Cards:

- 6) Token: 8 | Eight same-type tiles, no position restrictions.
4) Token: 8 | Two groups, each with a 2x2 square of 4 same-type tiles. Squares may have different tiles.

Waiting for your turn... ■

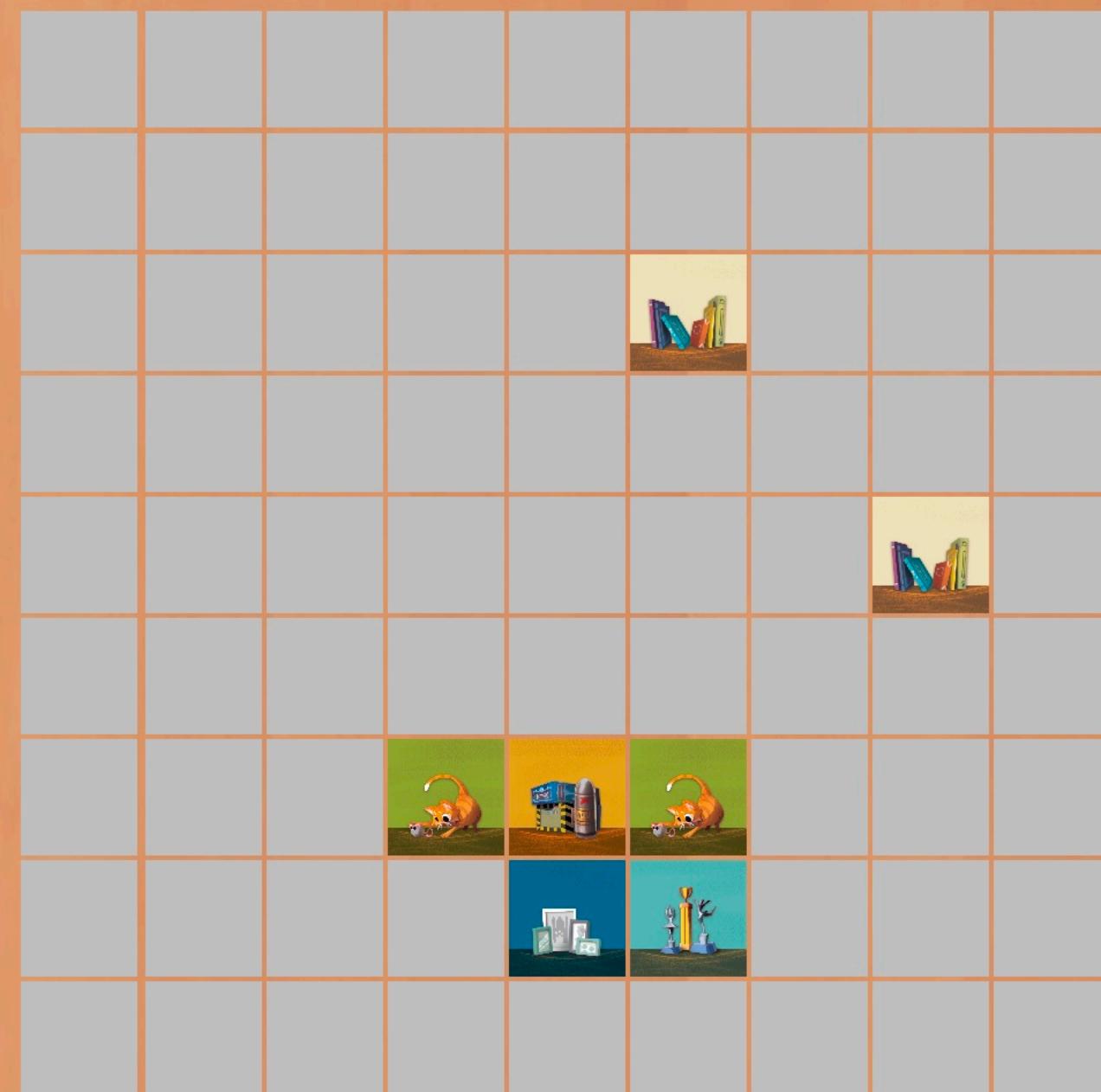
marco:



giacomo:

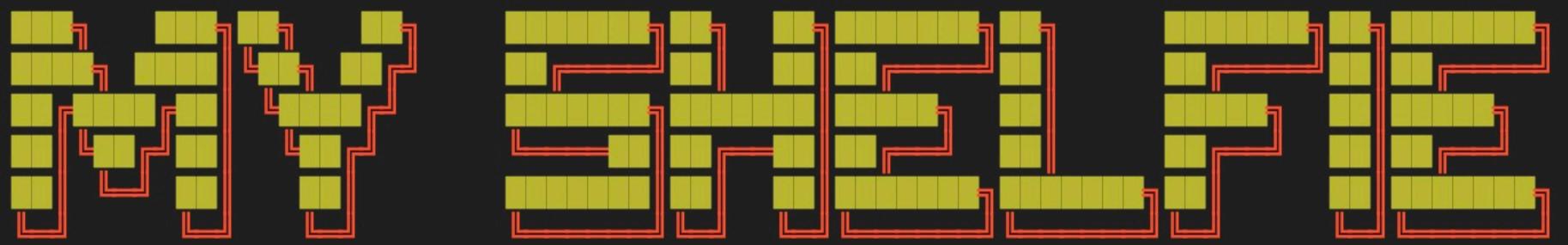


Common Goal Card



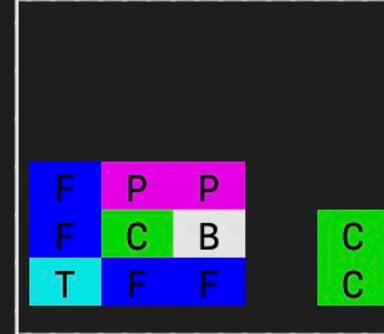
```
Last login: Tue May 30 11:18:25 on ttys003
[simonegirardi@MacBook-Air-di-Simone ~ % java -jar /Users/simonegirardi/Desktop/MyShelfie.jar
=====
||      MENU      ||
=====

Start as:
1. Server [s]
2. Client [c]
> Please enter your choice: s
Starting as a server...
Server started
A new client is trying to connect...
giacomo connected with client Id: 1
A new client is trying to connect...
marco connected with client Id: 2
Starting game GameID 1 with { giacomo@1 marco@2 }
A new client is trying to connect...
simone connected with client Id: 3
A new client is trying to connect...
lorenzo connected with client Id: 4
A new client is trying to connect...
andrea connected with client Id: 5
Starting game GameID 2 with { simone@3 lorenzo@4 andrea@5 }
A new client is trying to connect...
simone connected with client Id: 6
A new client is trying to connect...
alessandro connected with client Id: 7
A new client is trying to connect...
sara connected with client Id: 8
A new client is trying to connect...
martina connected with client Id: 9
Starting game GameID 3 with { simone@6 alessandro@7 sara@8 martina@9 }
Client 5 goes offline
Stopping the game GameID 2 with { simone@3 lorenzo@4 andrea@5 } because andrea disconnected from the server
Unregistering client simone with client id: 3...Client has been successfully unregistered.
Unregistering client lorenzo with client id: 4...Client has been successfully unregistered.
Read failed on client 3 socket
Read failed on client 4 socket
Unregistering client andrea with client id: 5...Client has been successfully unregistered.
Client 2 goes offline
Stopping the game GameID 1 with { giacomo@1 marco@2 } because marco disconnected from the server
Unregistering client giacomo with client id: 1...Client has been successfully unregistered.
Unregistering client marco with client id: 2...Client has been successfully unregistered.
Read failed on client 1 socket
|
```



Legend:					
■	= CAT				
■	= BOOK				
■	= GAME				
■	= FRAME				
■	= TROPHY				
■	= PLANT				

marco



Game info:

Username: giacomo
Current player: marco
Points: 5
Turn number: 1/2
Chair: false
Last message: board refilled

Board

	1	2	3	4	5	6	7	8	9
A									
B									
C						BOO			
D									
E							BOO		
F									
G		CAT	GAM	CAT					
H				FRA	TRO				
I									

Library

	1	2	3	4	5
A		FRA			
B		GAM			
C		PLA			
D		CAT	CAT		
E	TRO	TRO	CAT		
F	TRO	CAT	TRO		

Personal Card

	1	2	3	4	5
A	CAT				
B				FRA	
C		PLA			
D	TRO				
E				GAM	
F			BOO		

Common Cards:

- 6) Token: 8 | Eight same-type tiles, no position restrictions.
- 4) Token: 8 | Two groups, each with a 2x2 square of 4 same-type tiles. Squares may have different tiles.

Waiting for your turn... ■

SERVER MESSAGE: The game suddenly ended because marco has lost connection with the server
simonegirardi@MacBook-Air-di-Simone ~ %

simone:



alessandro:



Common Goal Card

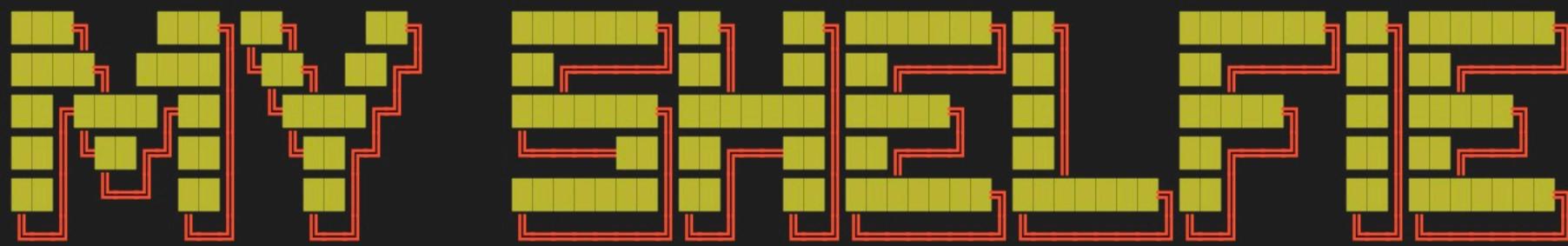


sara:



martina:



**Legend:**

green	= CAT
white	= BOOK
yellow	= GAME
blue	= FRAME
cyan	= TROPHY
magenta	= PLANT

simone

G	B	B
B	F	C
F	C	B
C	F	F
C	F	P
T	B	P

alessandro

B	B	G	F	G
C	P	G	P	P
C	F	G	B	T
G	P	G	C	G
P	F	T	T	G

sara

C	P	
T	C	T
G	P	F
T	B	G
B	G	B
B	T	C
P	C	C

Game info:

Username: **martina**
Current player: **sara**
Points: **8**
Turn number: **4/4**
Chair: **false**
Last message: **board refilled**

Board

	1	2	3	4	5	6	7	8	9
A			TRO						
B				CAT					
C		TRO				PLA			
D			TRO		BOO				
E	TRO	CAT	TRO		FRA		TRO		
F		FRA			GAM	FRA			
G			BOO	PLA		GAM			
H									
I					PLA				

Library

	1	2	3	4	5
A	FRA	TRO	FRA		PLA
B	CAT	CAT	FRA	FRA	PLA
C	PLA	GAM	BOO	PLA	CAT
D	TRO	BOO	CAT	TRO	TRO
E	TRO	TRO	BOO	GAM	GAM
F	FRA	BOO	TRO	GAM	CAT

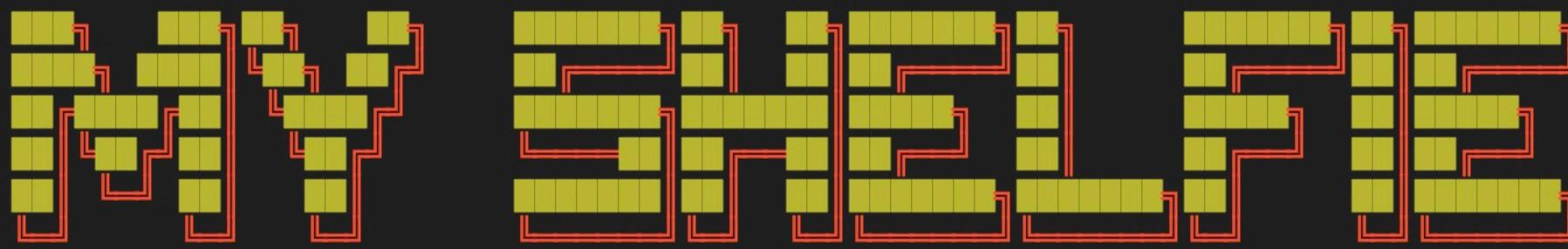
Personal Card

	1	2	3	4	5
A			GAM		
B					
C			CAT		
D					BOO
E		TRO			PLA
F	FRA				

Common Cards:

- 2) Token: **8** | Four groups, each with at least 4 same-type tiles. Groups may have different tiles
11) Token: **8** | Five tiles of the same type forming an X.

Waiting for your turn...|

**Legend:**

green	= CAT
white	= BOOK
yellow	= GAME
blue	= FRAME
cyan	= TROPHY
magenta	= PLANT

simone

G	B	B
B	F	C
F	C	B
C	F	F
C	F	P
T	B	P

alessandro

B	G	F	G
B	G	P	P
C	P	G	P
C	F	G	B
G	P	G	C
P	F	T	T

martina

F	T	F	P
C	C	F	P
P	G	B	P
T	B	C	T
T	T	B	G
F	B	T	G

Game info:Username: **sara**Current player: **alessandro**Points: **1**Turn number: **1/4**Chair: **false**Last message: **The bag is empty, the refill of the board is over****Board**

	1	2	3	4	5	6	7	8	9	
A			TRO							
B				CAT						
C		TRO			PLA					
D			TRO		BOO				BOO	
E	TRO	CAT	TRO	PLA	FRA			TRO		
F		FRA		PLA	CAT	FRA				
G			BOO	PLA		GAM				
H										
I				PLA						

Library

	1	2	3	4	5
A	CAT	PLA	GAM		
B	TRO	CAT	TRO		
C	GAM	PLA	FRA	CAT	CAT
D	TRO	BOO	GAM	BOO	TRO
E	BOO	GAM	BOO	FRA	FRA
F	BOO	TRO	CAT	PLA	CAT

Personal Card

	1	2	3	4	5
A					GAM
B					
C	TRO		FRA		
D				PLA	
E	BOO	CAT			
F					

Common Cards:2) Token: **8** | Four groups, each with at least 4 same-type tiles. Groups may have different tiles11) Token: **8** | Five tiles of the same type forming an X.

Waiting for your turn... ■

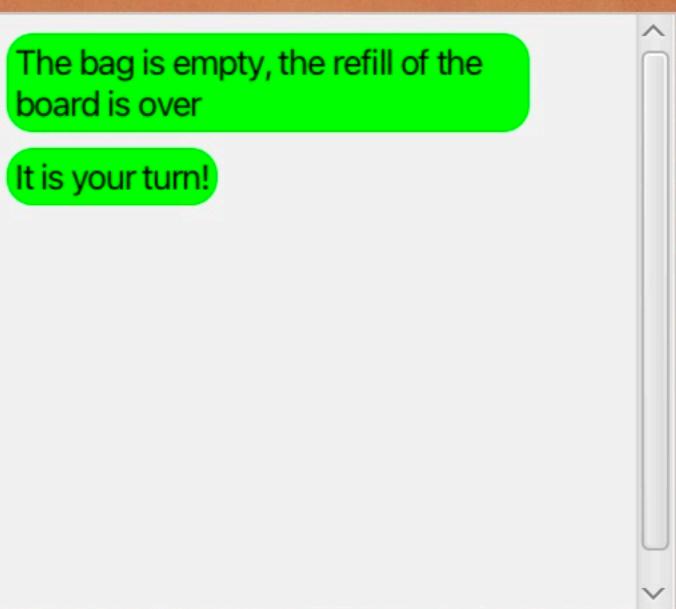
Common Goal Cards:



The bag is empty, the refill of the board is over

It is your turn!

Item Tile Selected:

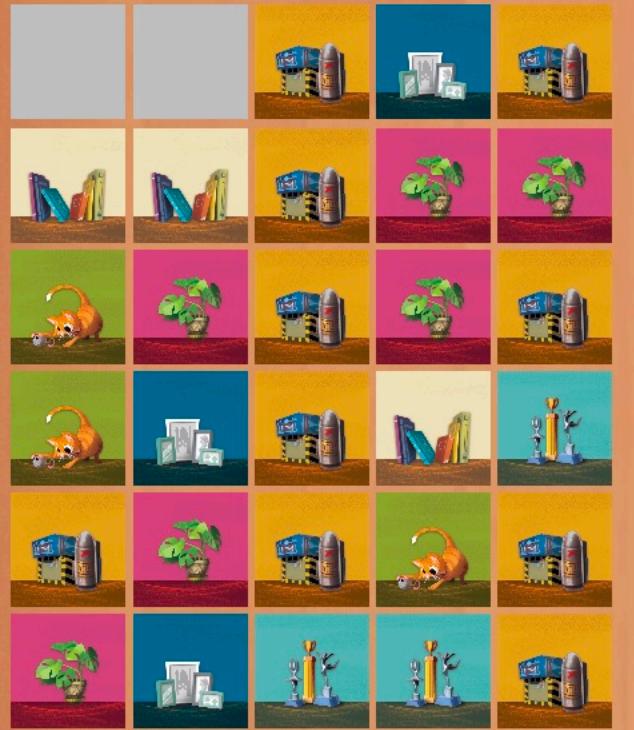


Username Points

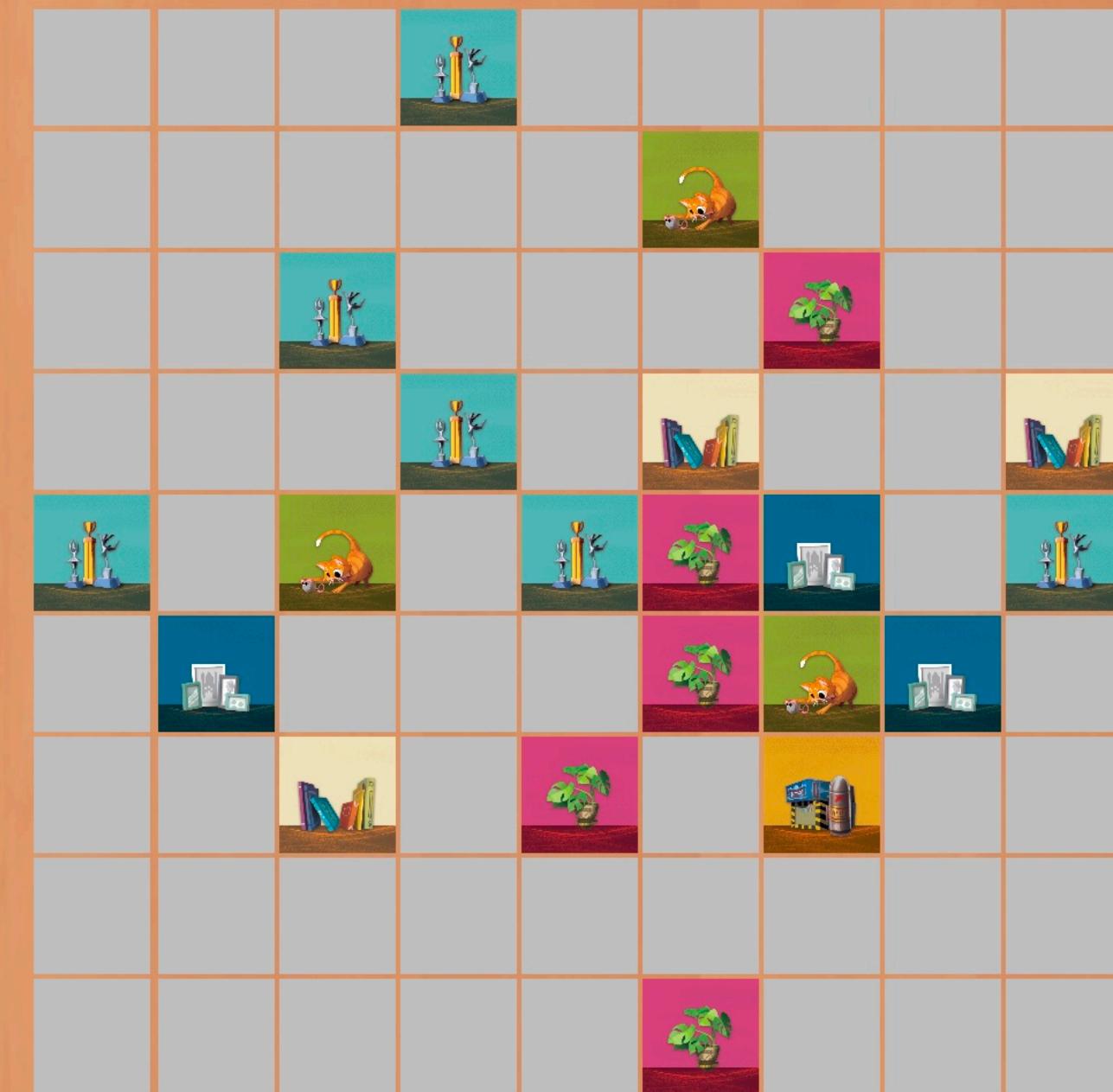
alessandro

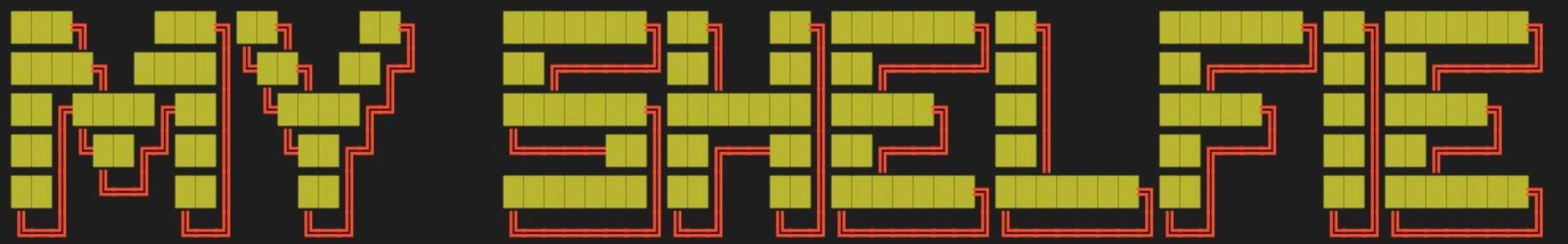
7

Your Library:



Personal Goal Card:





Legend:

- = CAT
- = BOOK
- = GAME
- = FRAME
- = TROPHY
- = PLANT

simone

G	B	B	F
B	F	C	P
F	C	B	B
C	F	F	G
C	F	P	C
T	B	P	G

alessandro

B		G	F	G
B	B	G	P	P
C	P	G	P	G
C	F	G	B	T
G	P	G	C	G
P	F	T	T	G

sara

C	P	G
T	C	T
G	P	F
T	B	G
B	G	B
B	T	C
P	C	P

Game info:

Username: **martina**

Current player: **martina**

Points: **8**

Turn number: **3/4**

Chair: **false**

Last message: The bag is empty, the refill of the board is over

Board

	1	2	3	4	5	6	7	8	9	
A				TRO						
B					CAT					
C		TRO				PLA				
D			TRO						BOO	
E	TRO		CAT		TRO	PLA				TRO
F		FRA				PLA	CAT	FRA		
G			BOO		PLA		GAM			
H										
I					PLA					

Library

	1	2	3	4	5
A	FRA	TRO	FRA		PLA
B	CAT	CAT	FRA	FRA	PLA
C	PLA	GAM	BOO	PLA	CAT
D	TRO	BOO	CAT	TRO	TRO
E	TRO	TRO	BOO	GAM	GAM
F	FRA	BOO	TRO	GAM	CAT

Personal Card

	1	2	3	4	5
A			GAM		
B					
C			CAT		
D					BOO
E		TRO			PLA
F	FRA				

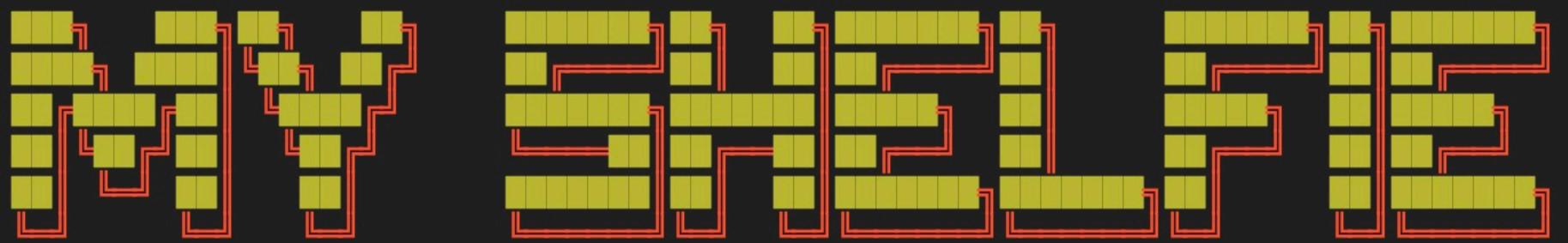
Common Cards:

2) Token: **8** | Four groups, each with at least 4 same-type tiles. Groups may have different tiles

11) Token: **8** | Five tiles of the same type forming an X.

[> Please insert the coordinates of the tile you want to place [A1-I9]: f8

[> Please insert the column of the library where you want to place the tiles [1-5]: 4



Legend:

- = CAT
- = BOOK
- = GAME
- = FRAME
- = TROPHY
- = PLANT

simone

G	B	B	F
B	F	C	P
F	C	B	B
C	F	F	G
C	F	P	C
T	B	P	G

alessandro

B		G	F	G
B	B	G	P	P
C	P	G	P	G
C	F	G	B	T
G	P	G	C	G
P	F	T	T	G

sara

C	P	G
T	C	T
G	P	F
T	B	G
B	G	B
B	T	C
P	C	C

Game info:

Username: **martina**
 Current player: **sara**
 Points: **10**
 Turn number: **4/4**
 Chair: **false**
 Last message: **martina is the first to fill the library, earns 1 point**

Board

	1	2	3	4	5	6	7	8	9	
A				TRO						
B					CAT					
C		TRO				PLA				
D			TRO						BOO	
E	TRO		CAT		TRO	PLA				TRO
F		FRA			PLA	CAT				
G			BOO		PLA		GAM			
H										
I					PLA					

Library

	1	2	3	4	5
A	FRA	TRO	FRA	FRA	PLA
B	CAT	CAT	FRA	FRA	PLA
C	PLA	GAM	BOO	PLA	CAT
D	TRO	BOO	CAT	TRO	TRO
E	TRO	TRO	BOO	GAM	GAM
F	FRA	BOO	TRO	GAM	CAT

Personal Card

	1	2	3	4	5
A			GAM		
B					
C			CAT		
D					BOO
E		TRO			PLA
F	FRA				

Common Cards:

- 2) Token: **8** | Four groups, each with at least 4 same-type tiles. Groups may have different tiles
- 11) Token: **8** | Five tiles of the same type forming an X.

Waiting for your turn... ■

Common Goal Cards:

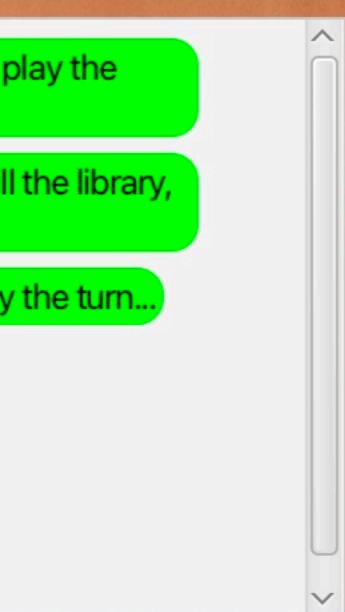


Waiting for martina to play the turn...

martina is the first to fill the library, earns 1 point

Waiting for sara to play the turn...

Item Tile Selected:



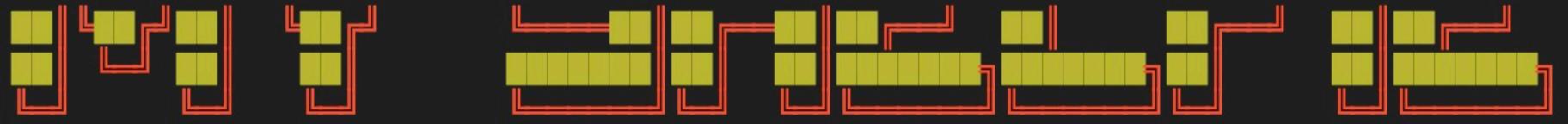
Username	Points
alessandro	9

Your Library:



Personal Goal Card:





Legend:

- = CAT
- = BOOK
- = GAME
- = FRAME
- = TROPHY
- = PLANT

alessandro				
B	G	F	G	
B	B	G	P	P
C	P	G	P	G
C	F	G	B	T
G	P	G	C	G
P	F	T	T	G

sara				
C	P	G	P	
T	C	T	T	
G	P	F	C	C
T	B	G	B	T
B	G	B	F	F
B	T	C	P	C

martina				
F	T	F	F	P
C	C	F	F	P
P	G	B	P	C
T	B	C	T	T
T	T	B	G	G
F	B	T	G	C

Game info:

Username: simone

Current player: sara

Points: 5

Turn number: 4/4

Chair: false

Last message: martina is the first to fill the library, earns 1 point

Board									
1	2	3	4	5	6	7	8	9	
			TRO						
				CAT					
		TRO				PLA			
			TRO					BOO	
TRO		CAT						TRO	
	FRA			PLA	CAT				
		BOO		PLA		GAM			
				PLA					
I					PLA				

Library				
1	2	3	4	5
GAM	BOO	BOO	FRA	
BOO	FRA	CAT	PLA	FRA
FRA	CAT	BOO	BOO	FRA
CAT	FRA	FRA	GAM	FRA
CAT	FRA	PLA	CAT	BOO
TRO	BOO	PLA	GAM	PLA

Personal Card				
1	2	3	4	5
				FRA
	CAT			
		TRO		
PLA				
		BOO		
			GAM	

Common Cards:

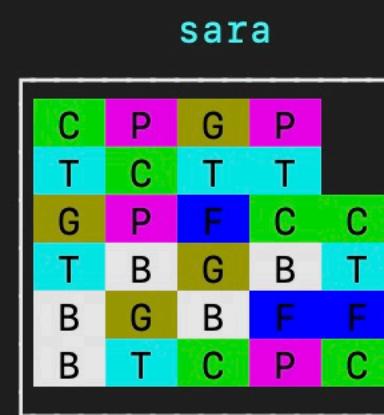
2) Token: 8 | Four groups, each with at least 4 same-type tiles. Groups may have different tiles

11) Token: 8 | Five tiles of the same type forming an X.

Rank	Leaderboard	Points
1	martina	10
2	alessandro	9
3	simone	5
4	sara	1



Legend:
= CAT
= BOOK
= GAME
= FRAME
= TROPHY
= PLANT



Game info:

Username: **martina**
 Current player: **sara**
 Points: **10**
 Turn number: **4/4**
 Chair: **false**
 Last message: **martina is the first to fill the library, earns 1 point**

Board									
1	2	3	4	5	6	7	8	9	
A			TRO						
B				CAT					
C		TRO			PLA				
D			TRO					BOO	
E	TRO		CAT					TRO	
F		FRA			PLA	CAT			
G			BOO	PLA		GAM			
H									
I				PLA					

Library									
1	2	3	4	5	1	2	3	4	5
A	FRA	TRO	FRA	FRA	PLA				
B	CAT	CAT	FRA	FRA	PLA				
C	PLA	GAM	BOO	PLA	CAT				
D	TRO	BOO	CAT	TRO	TRO				
E	TRO	TRO	BOO	GAM	GAM				
F	FRA	BOO	TRO	GAM	CAT				

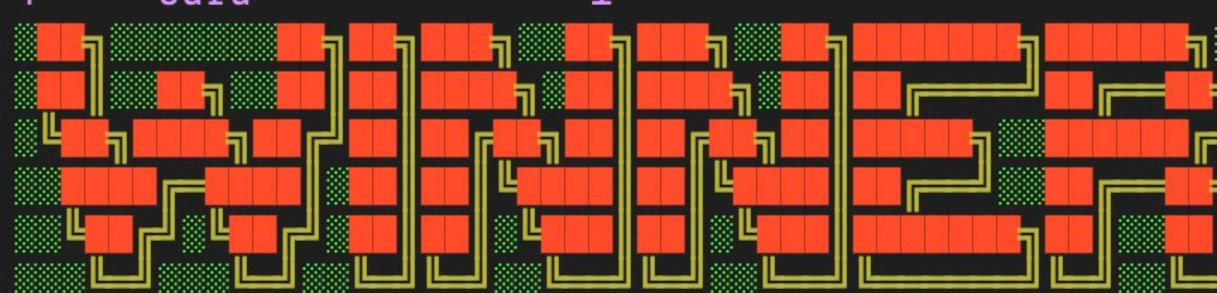
Personal Card									
1	2	3	4	5	1	2	3	4	5
A			GAM						
B									
C			CAT						
D								BOO	
E			TRO						PLA
F	FRA								

Common Cards:

- 2) Token: **8** | Four groups, each with at least 4 same-type tiles. Groups may have different tiles
 11) Token: **8** | Five tiles of the same type forming an X.

Rank Leaderboard Points

1	martina	10
2	alessandro	9
3	simone	5
4	sara	1





MyShelfieDigitals S.p.A.

userName	points
martina	10
alessandro	9
simone	5
sara	1

Start as:
1. Server [s]
2. Client [c]
> Please enter your choice: s
Starting as a server...
Server started
A new client is trying to connect...
giacomo connected with client Id: 1
A new client is trying to connect...
marco connected with client Id: 2
Starting game GameID 1 with { giacomo@1 marco@2 }
A new client is trying to connect...
simone connected with client Id: 3
A new client is trying to connect...
lorenzo connected with client Id: 4
A new client is trying to connect...
andrea connected with client Id: 5
Starting game GameID 2 with { simone@3 lorenzo@4 andrea@5 }
A new client is trying to connect...
simone connected with client Id: 6
A new client is trying to connect...
alessandro connected with client Id: 7
A new client is trying to connect...
sara connected with client Id: 8
A new client is trying to connect...
martina connected with client Id: 9
Starting game GameID 3 with { simone@6 alessandro@7 sara@8 martina@9 }
Client 5 goes offline
Stopping the game GameID 2 with { simone@3 lorenzo@4 andrea@5 } because andrea disconnected from the server
Unregistering client simone with client id: 3...Client has been successfully unregistered.
Unregistering client lorenzo with client id: 4...Client has been successfully unregistered.
Read failed on client 3 socket
Read failed on client 4 socket
Unregistering client andrea with client id: 5...Client has been successfully unregistered.
Client 2 goes offline
Stopping the game GameID 1 with { giacomo@1 marco@2 } because marco disconnected from the server
Unregistering client giacomo with client id: 1...Client has been successfully unregistered.
Unregistering client marco with client id: 2...Client has been successfully unregistered.
Read failed on client 1 socket
Unregistering client simone with client id: 6...Client has been successfully unregistered.
Unregistering client alessandro with client id: 7...Client has been successfully unregistered.
Read failed on client 6 socket
Unregistering client sara with client id: 8...Client has been successfully unregistered.
Read failed on client 7 socket
Unregistering client martina with client id: 9...Client has been successfully unregistered.
Read failed on client 8 socket
Game GameID 3 with { simone@6 alessandro@7 sara@8 martina@9 } correctly end
Read failed on client 9 socket