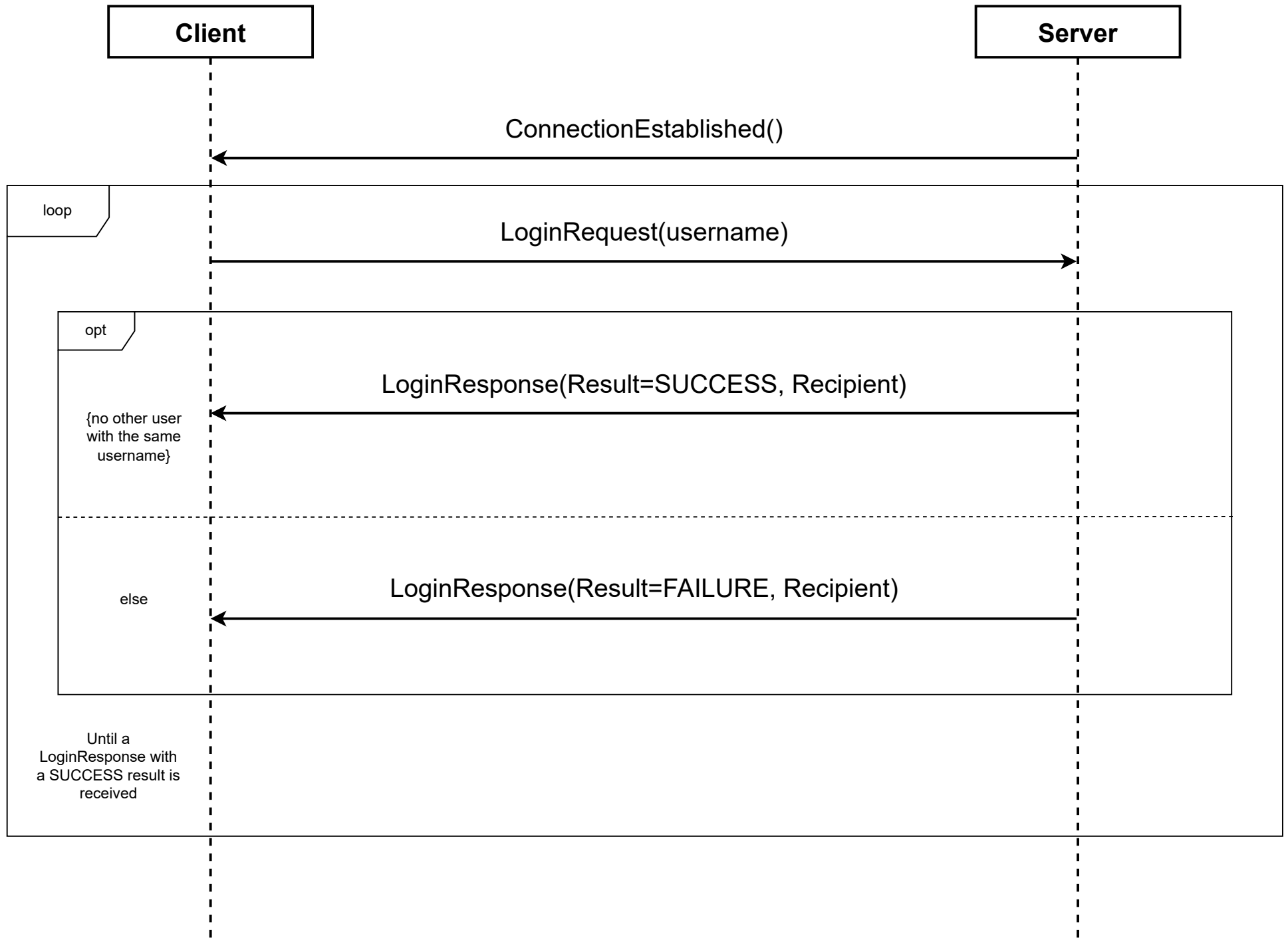


Client login and access



JoinGame(SenderName)

opt

PickNumberOfPlayers(Recipient)

{a game doesn't
exist yet}

NumberOfPlayersSelection(SenderName, numOfPlayers)

AccessResult(Result=GRANTED, playersList, Recipient)

{a game already
exists but it hasn't
reached the
required number
of players}

AccessResult(Result=GRANTED, playersList, Recipient)

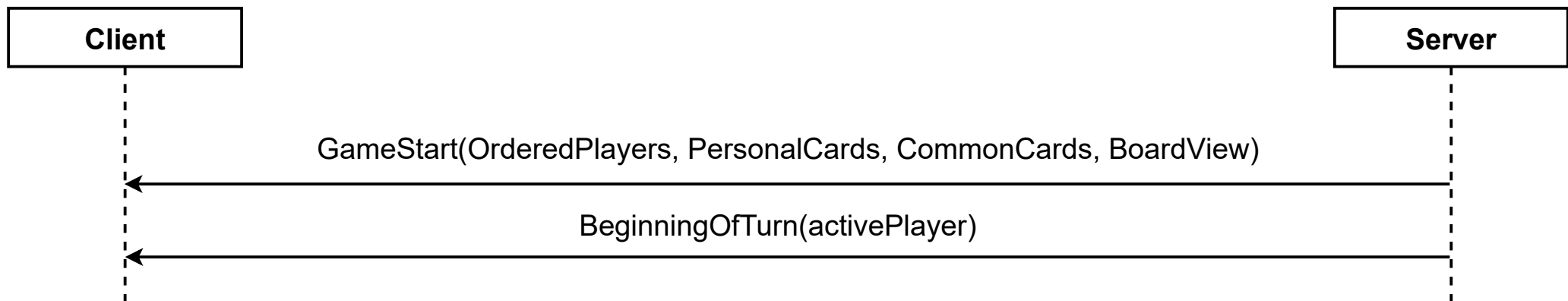
{a game already
exists but it's full}

AccessResult(Result=DENIED, null, Recipient)

Another client logs in while one has already logged in

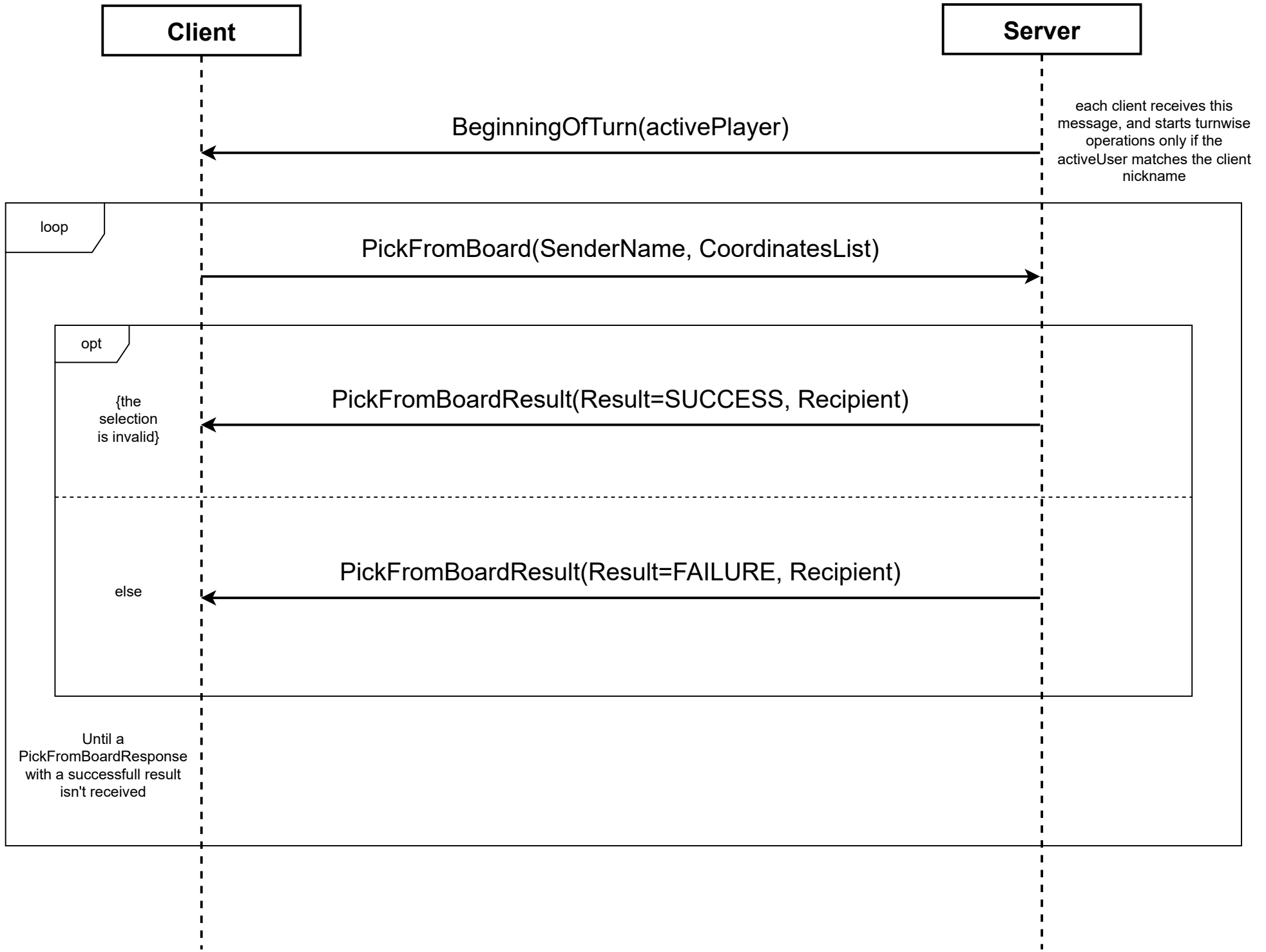


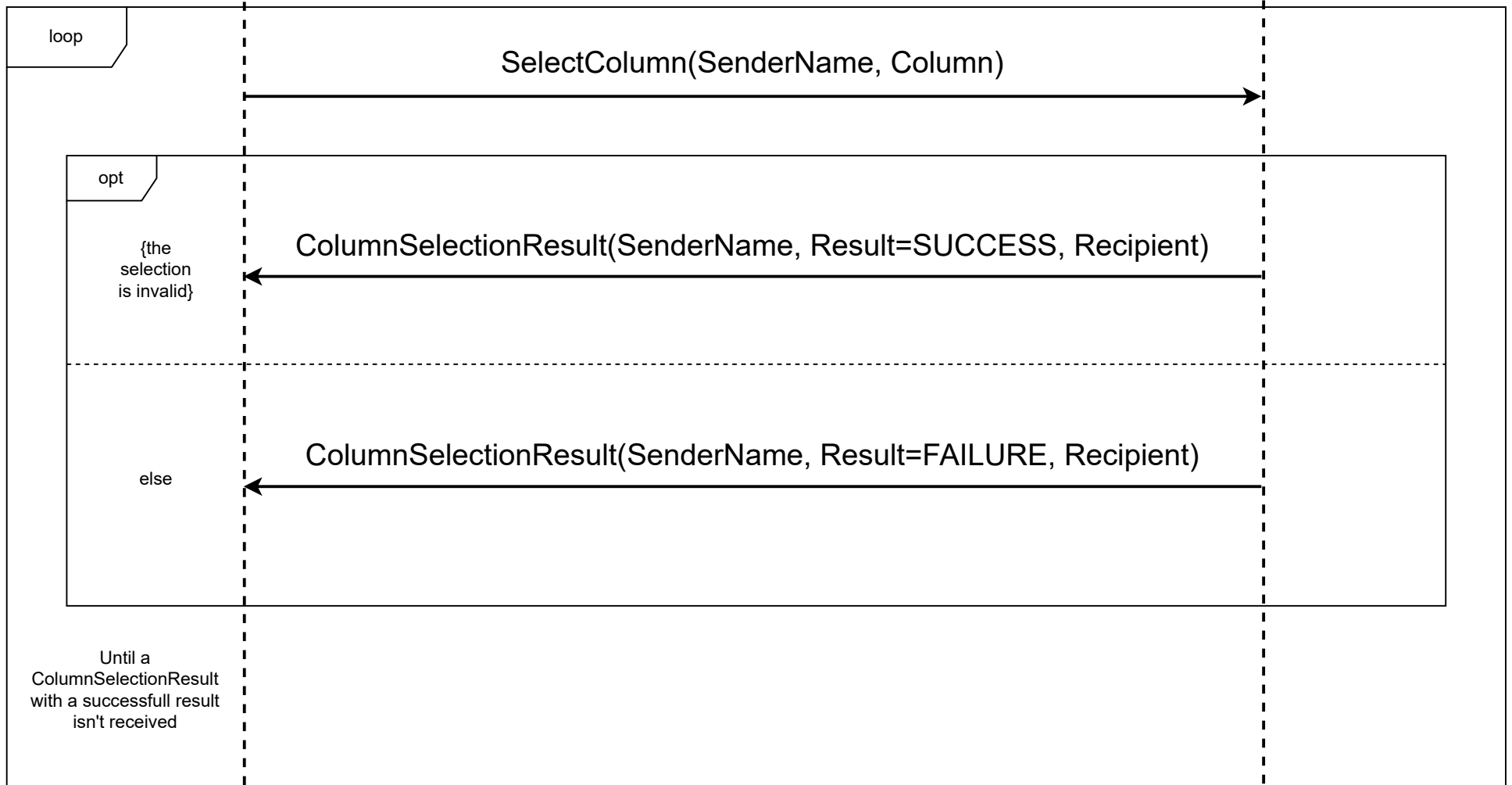
The game has reached the number of players set by the game admin



BoardView is defined as an **ObjectTypeEnum**[][]. It contains the types of object cards that are found in the corresponding position in the board matrix. BoardView is built by copying the type of each object card if present, null otherwise.

A turn starts and the active player chooses cards and column

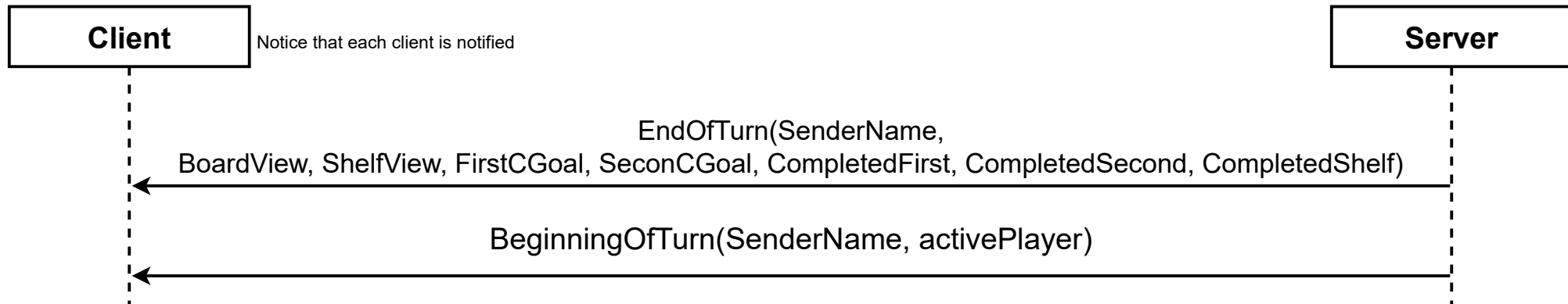




The turn ends and each client is notified.

See the following sequence diagram for more information

The turn ends (a player may have completed the common goals)



BoardView

As defined before, it contains a barebone description of the board after all the required updates.

FirstCGoal

Short for **FirstCommonGoal**. It's the first common goal card. It's a part of the payload of the message as the list of point cards it contains may vary if the player completes the goal.

CompletedFirst

Boolean flag that confirms whether the `currentPlayer` completed the first common goal. It's **true** if the player completed the goal.

ShelfView

Similar to `BoardView`, it keeps an updated representation of the shelf of the active player during the turn.

SecondGCard

Short for **SecondCommonGoal**. It's totally equivalent to the first common goal card, both in terms of its structure and semantics.

CompletedSecond

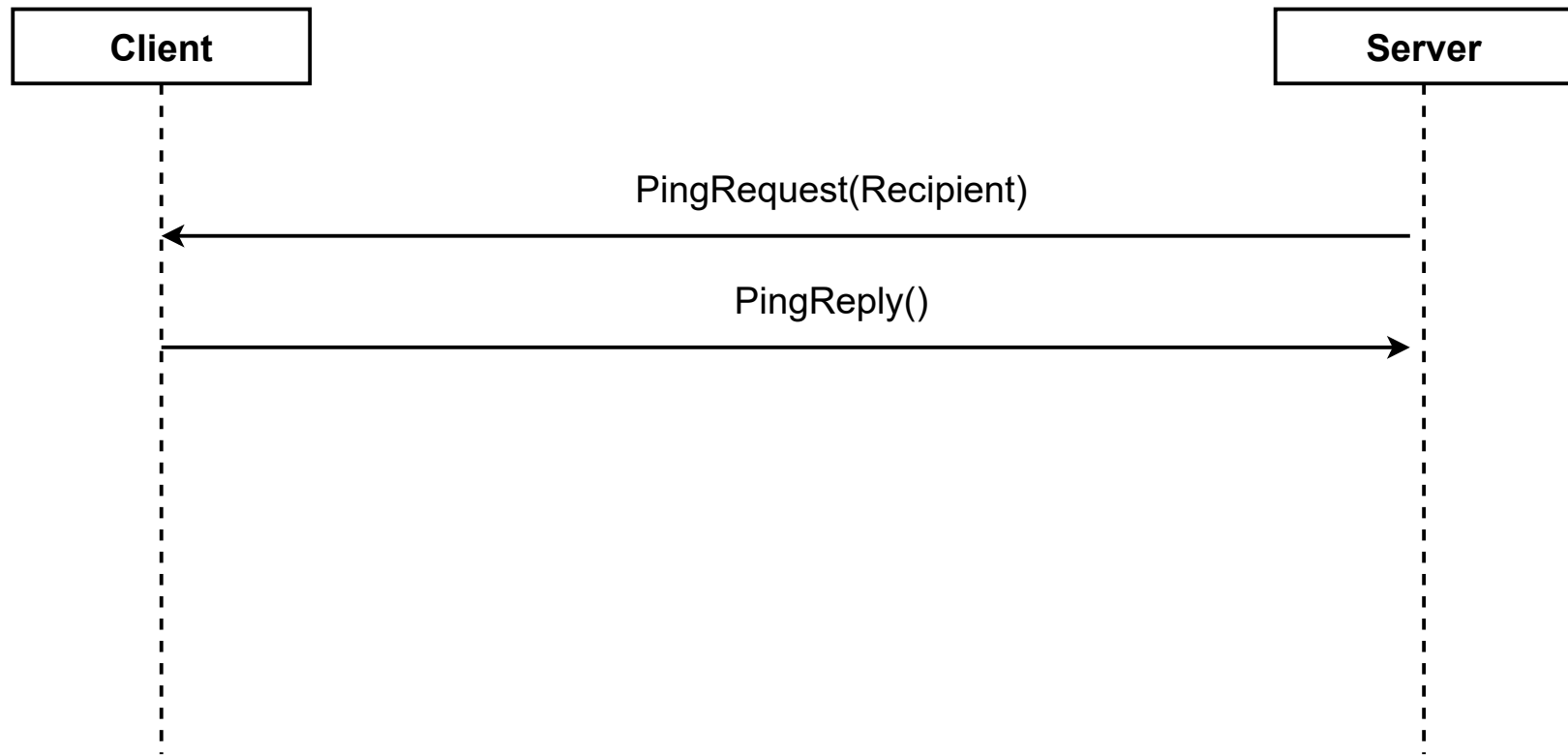
It's equivalent to `CompletedFirst`.

The Concept

Each turn naturally ends when a player has successfully picked one to three cards from the board and has chosen an available column in the shelf in which to put them, so **each player needs to be notified**, as the local representation of both the board and the active player's shelf will need to be modified to reflect the changes made. **We decided to incorporate the notification of the completion of the common goals in this update**, sending both the goals and flags that determine whether a goal has been completed.

View-wise, the completion of a common goal card will result in the display of an adequate message **to all players** right after the display of the new board and of the new shelf of the player when using the cli, and it will result in an adequate popup when using the gui.

The server pings the client to check its connection



The Concept

The server pings every client and waits for a predefined time for a response. If the response doesn't arrive within the predefined timeout the client is considered disconnected