Client Sequence Diagram

cgc : ClientGameController	cc : ClientCommunicator	gc : GameBoard	gs : GameState	p : Player

sendBuildTrack(pid,tid,color,locs)

receive()

Event : TrackBuilt

buildTrack(track)

isMyTurn()

false

finalMissions
Loop
[for each player]

recieve()

Event : FinalMissions

receive()

Event : LongestTrack

finalPointsMissions
Loop
[for each player]

receive()

Event : FinalPoints

getPlayerFromID(pid)

Player : player

updateScore(i)

receive()

Event : Winner

exit()