



Notes:

`NewTurn()` communicates to all the clients the current player.

The `BooleanBoard` specifies all the pickable tiles.

Outcome signals the result of the action, either succes or error.

`SelectFirstTile()` and `SelectSecondTile()` indicate the first and the last tile selected, they are implemented with an unique command type `SelectTile()`.

`PutInColumn` picks the tiles from the buffer and put them in the shelf.