



Notes:

The Connection() and ConnectionOK() depend on the specific protocol (socket or RMI), while the other messages are represented by standard objects.

GameStarted() sends all the initial (or current if the player is reconnecting) conditions: board, shelves, nicknames, turnIds, first player turnId, common goals id, personal goal id, chat, common goals points for each player, common goals remaining points for each common goal.

All the commands from the client to the virtual view are sent using the sendCommand(Command c) method.

All the responses from the virtual view to the client are sent using the sendResponse(Response r) method.