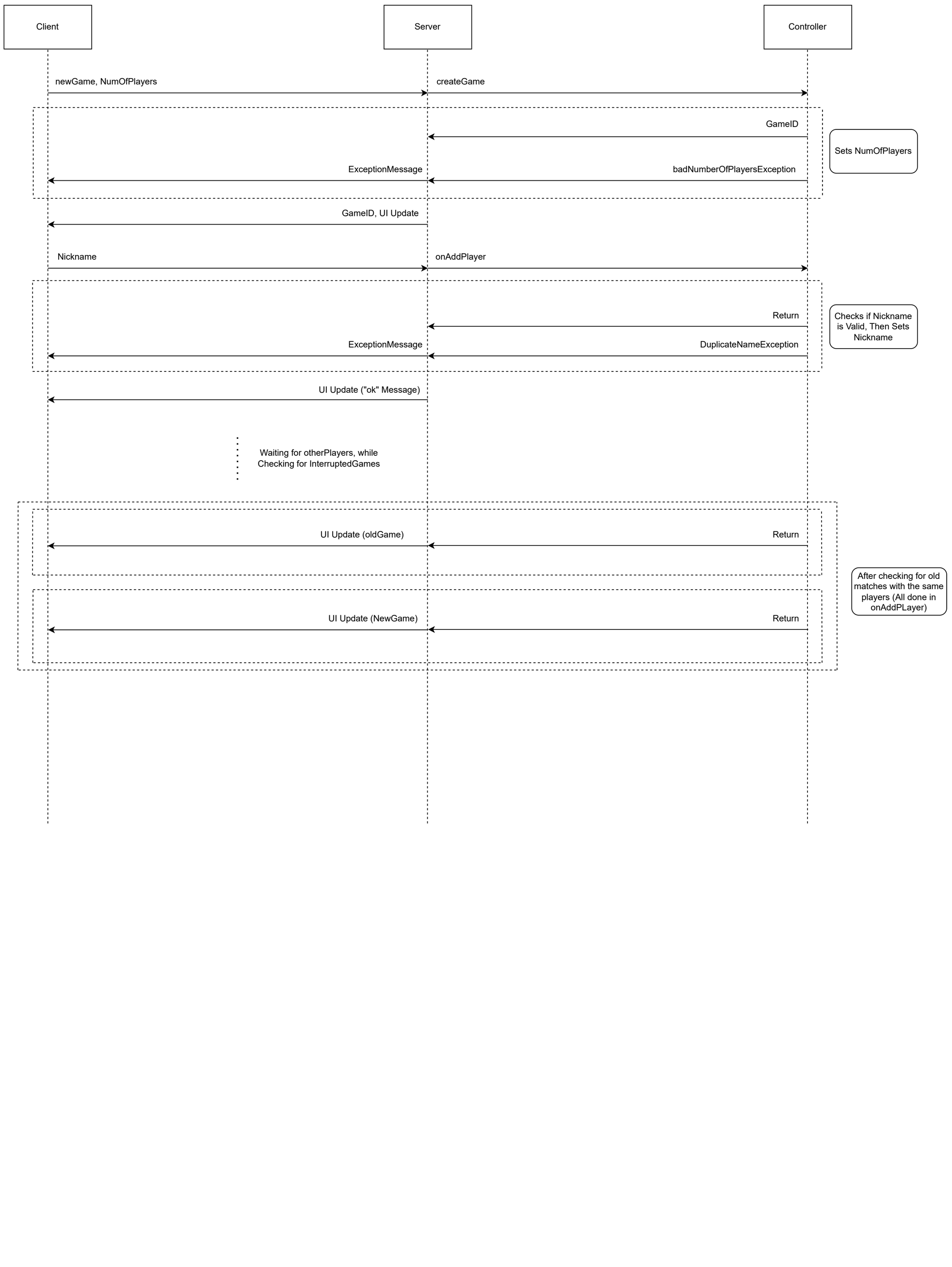
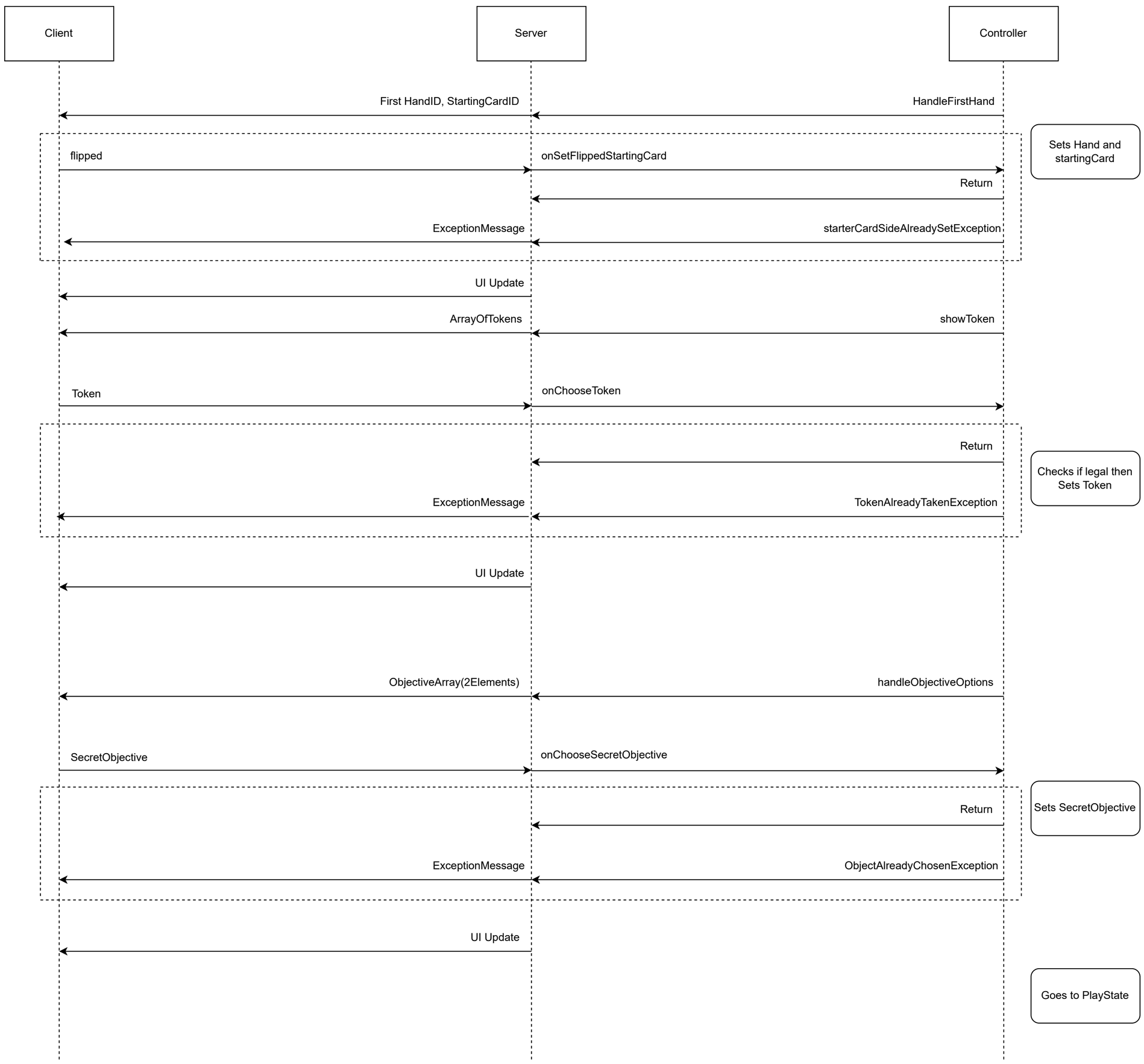
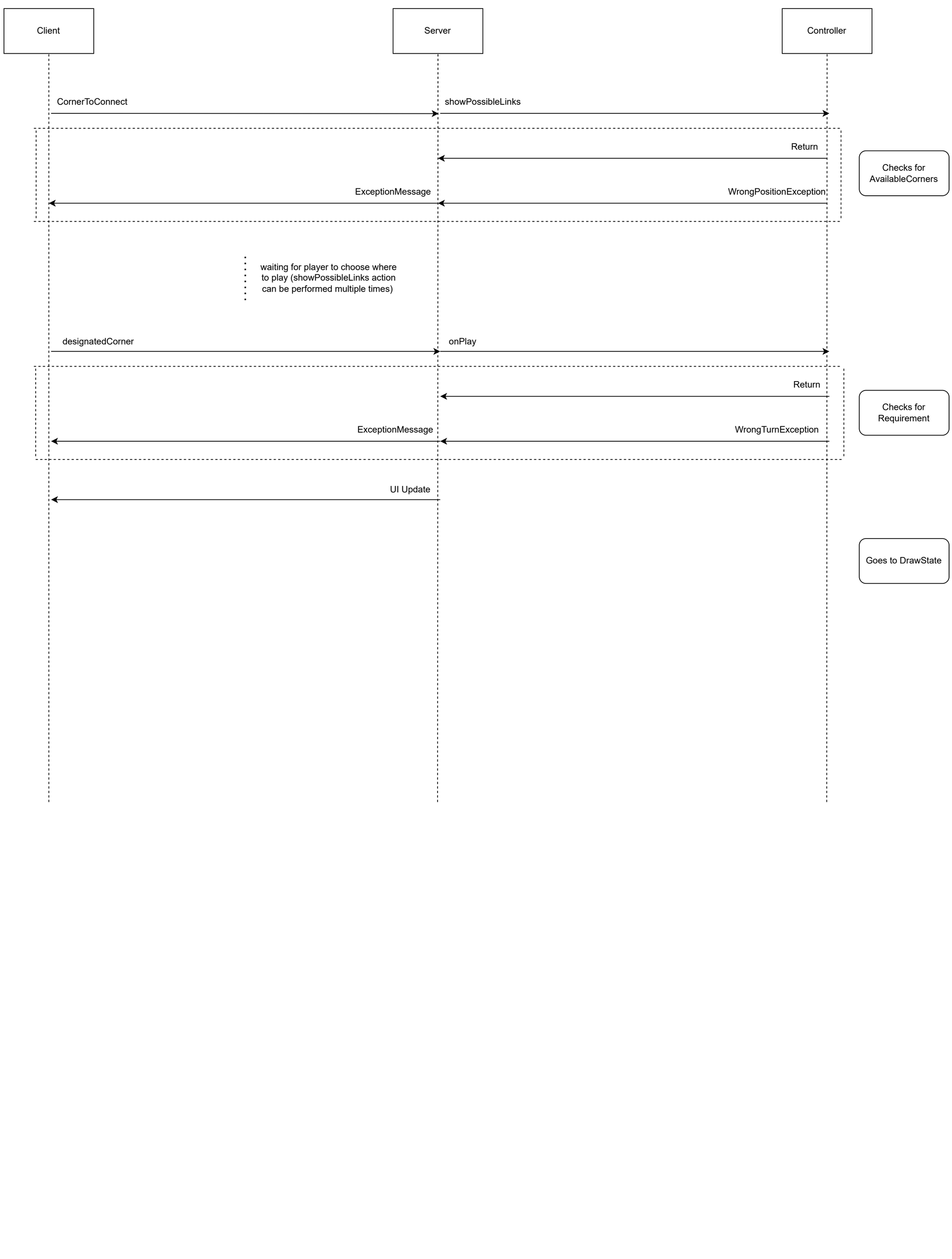
SetUp State


Client
Server
Controller
newGame, NumOfPlayers
createGame
GameID
Sets NumOfPlayers
ExceptionMessage
badNumberOfPlayersException
GameID, UI Update
Nickname
onAddPlayer
Return
Checks if Nickname is Valid, Then Sets Nickname
ExceptionMessage
DuplicateNameException
UI Update ("ok" Message)
Waiting for otherPlayers, while
Checking for InterruptedGames
UI Update (oldGame)
Return
UI Update (NewGame)
Return
After checking for old matches with the same players (All done in onAddPLayer)

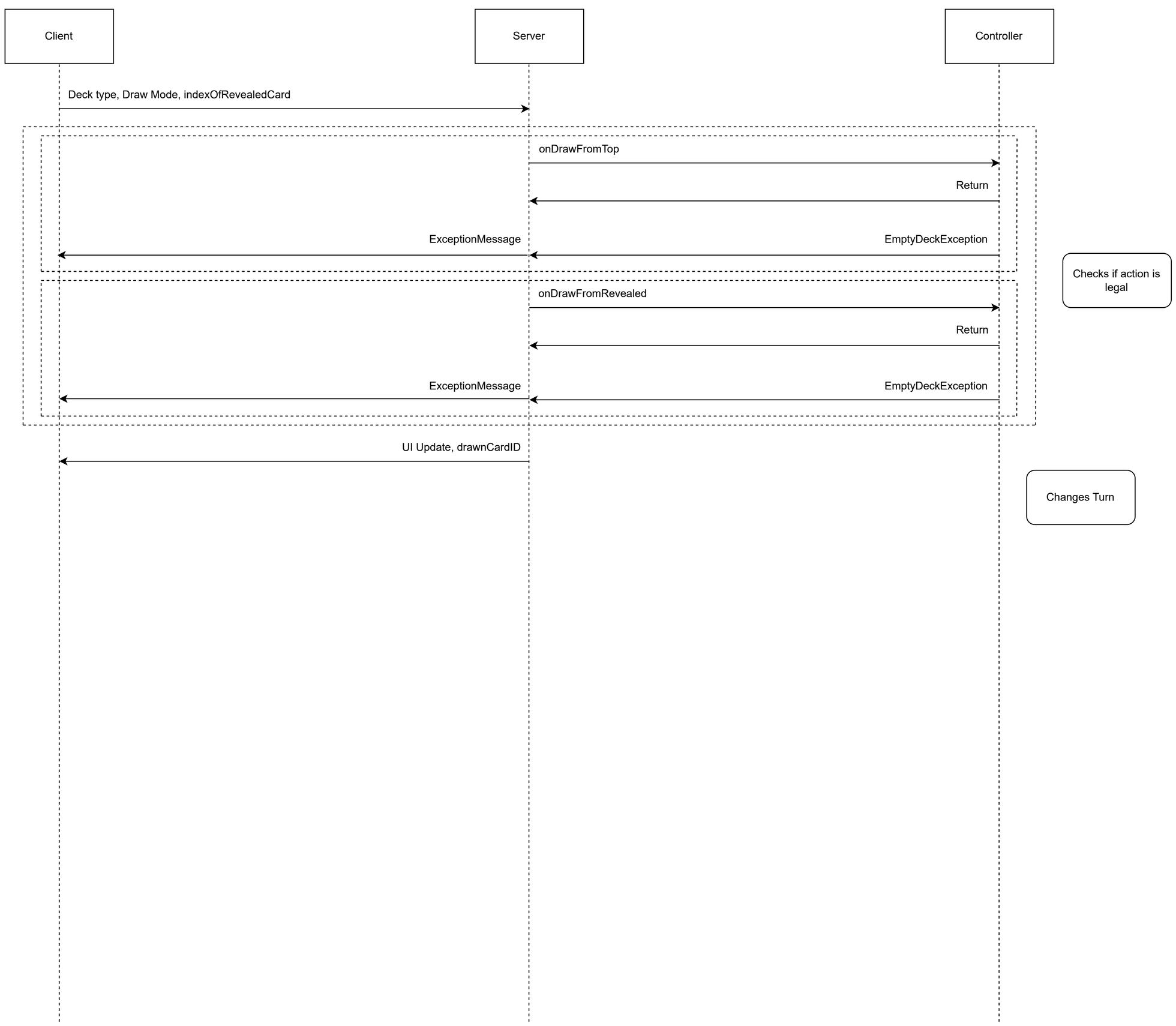
HandleCards State



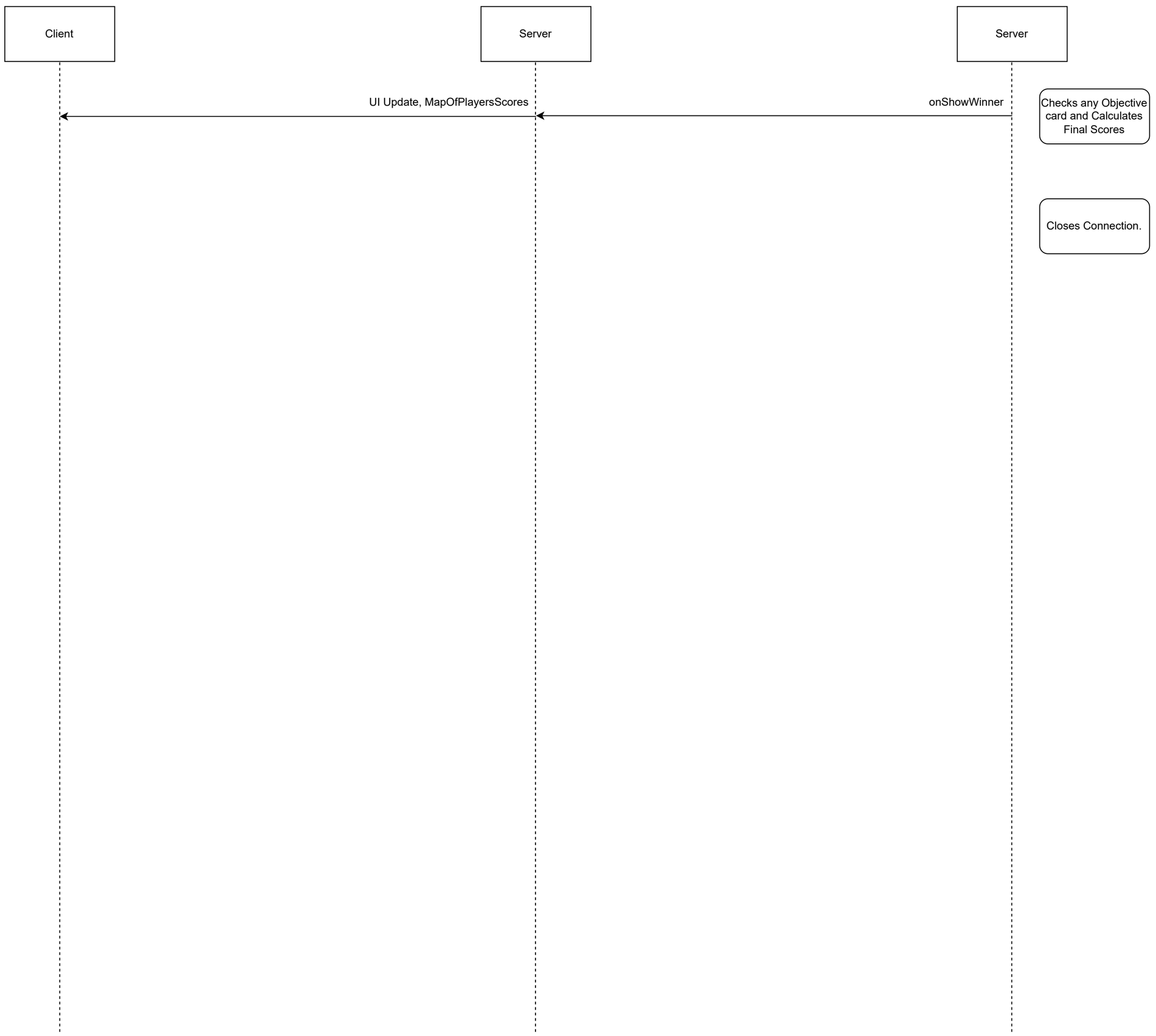
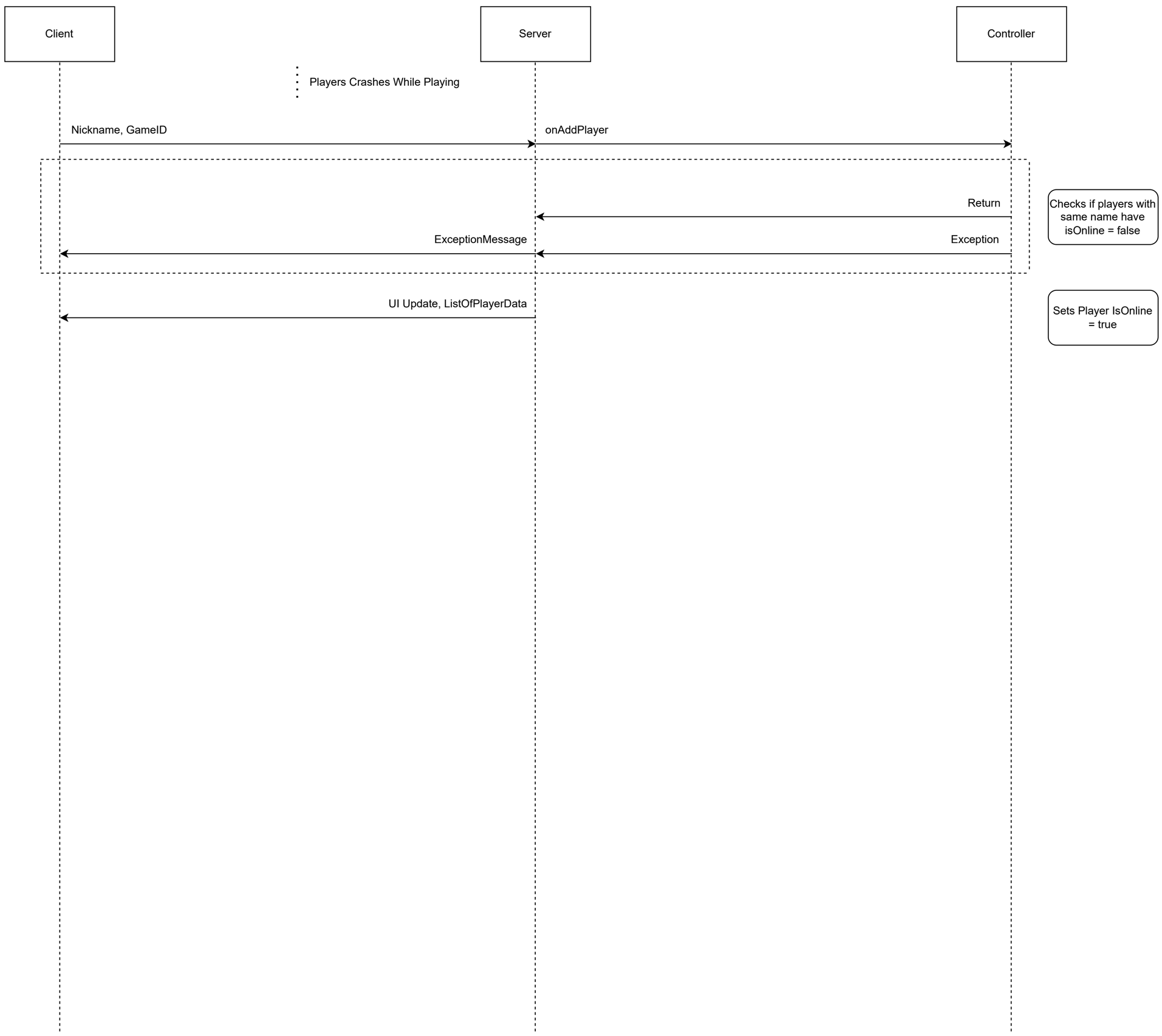
Play State


Client
Server
Controller
CornerToConnect
showPossibleLinks
Return
Checks for AvailableCorners
ExceptionMessage
WrongPositionException
waiting for player to choose where to play (showPossibleLinks action can be performed multiple times)
designatedCorner
onPlay
Return
Checks for Requirement
ExceptionMessage
WrongTurnException
UI Update
Goes to DrawState

Draw State


Client
Server
Controller
Deck type, Draw Mode, indexOfRevealedCard
onDrawFromTop
Return
ExceptionMessage
EmptyDeckException
Checks if action is legal
onDrawFromRevealed
Return
ExceptionMessage
EmptyDeckException
UI Update, drawnCardID
Changes Turn

Final State


Client
Server
Server
UI Update, MapOfPlayersScores
onShowWinner
Checks any Objective card and Calculates Final Scores
Closes Connection.

Client Crash