LOGIN PHASE

Client: start connection
Server: next request
LOOP(until valid nickname)
Client: set username
S: check username
S: invalid username
End loop
// **S:** waitForCheck - tells the client to wait to send new messages
S: check first player
ALT(if first)
S: request player number
//give player first ID
LOOP(until valid number)
C: set player number
S: check valid number
S: request player number
End loop
End alt
//**S:** ok number, next request
S: check num of players in waiting room
ALT
(if enough players)
S: num of players reached/ waiting room full
(else)
S: wait for other players
//for each player give them their ID
S: ready for new game

NEW GAME PHASE

S: send game data (id, num of players, simplified board, distribution 4 lead cards)
ALT
(If ID=2)
S: choose 1 resource
C: resource chosen
(Else if ID =3,4)
S: choose ? Resources
C: resource chosen
//4th **C:** resource chosen
S: update players faithPoints
End alt
S: next request
S: choose 2 leads
C: leads chosen
S: send game data update
S: next event

ACTIONS PHASE

S: turn changed

1.
C: market selector chosen
S: resources selected
S: new market Tray(Broadcast)
LOOP(until all resources are placed)
ALT
C: resource taken/resource discarded
(**If resource taken**)
S: next resource
(Else)
S: update faithTrackPoints (Broadcast)
End ALT
End loop
//S: next event (minor action or end of turn)

2.
C: card to buy chosen
ALT
(If buy card possible)
S: buy card successful
S: update card matrix (Broadcast)
(Else)
S: next event (new action)
LOOP(until card positioned in right place)
C: card positioned
S: wrong position, change
End loop
//S: next event (minor action or end of turn)

3.
C: active production
ALT(if production not possible)
S: not successful: new event
(Else)
S: production successful
S: next event (minor action, production, or end of turn)

(Action possible in every moment of the turn)

A.
C: active leader card
ALT
(If Active card not possible)
S: next event
(Else)
S: activation successful
S: next event

B.
C: discard leader card
ALT
(If discard card not possible)

S: next event
(Else)
S: discard successful
S: next event

C.
C: move resources
ALT
(If move not possible)
S: next event
(Else)
S: moved successfully
S: next event

END TURN
C: change Turn
S: turn changed (Broadcast) (send update data on player board)

LastTurnscenario
(If endGame event)
S: last round of turns (Broadcast)
S: next event

winnerScenario

S: This player won (Broadcast)
S: next event

GAMEOVER PHASE
S: game ended (Broadcast)

VOLUNTARY QUIT
C: Quit
S: quit player (S to S)
S: quit accepted

CONNECTION ERROR
S: ping
LOOP(until connection works)
//wait 10sec
ALT
(If)
C: pong
S: ping
(Else)
S: quit connection

//works similar if the client does not receive for 10sec the ping from the server