

Collaboration3::Interaction1::Common card completion

sd Common card completion

Client

Game

seq CalculateCC

A player completed a common goal

1 : CommonCompletedMessage("Player complete a common and gained x points, points for this common are being lowered to y",first,p.getNickname)

At the end of every turn, if the player has completed a common goal, the server will notify all players that he has completed the goal and the points given for that goal got decreased.
First is true if the common completed is the first, and false if the second, p.getNickname is the name of the player who completed the common, the player receiving the message with his own names will get his token.