

System create a game of Ivanhoe

ServerIvanhoe

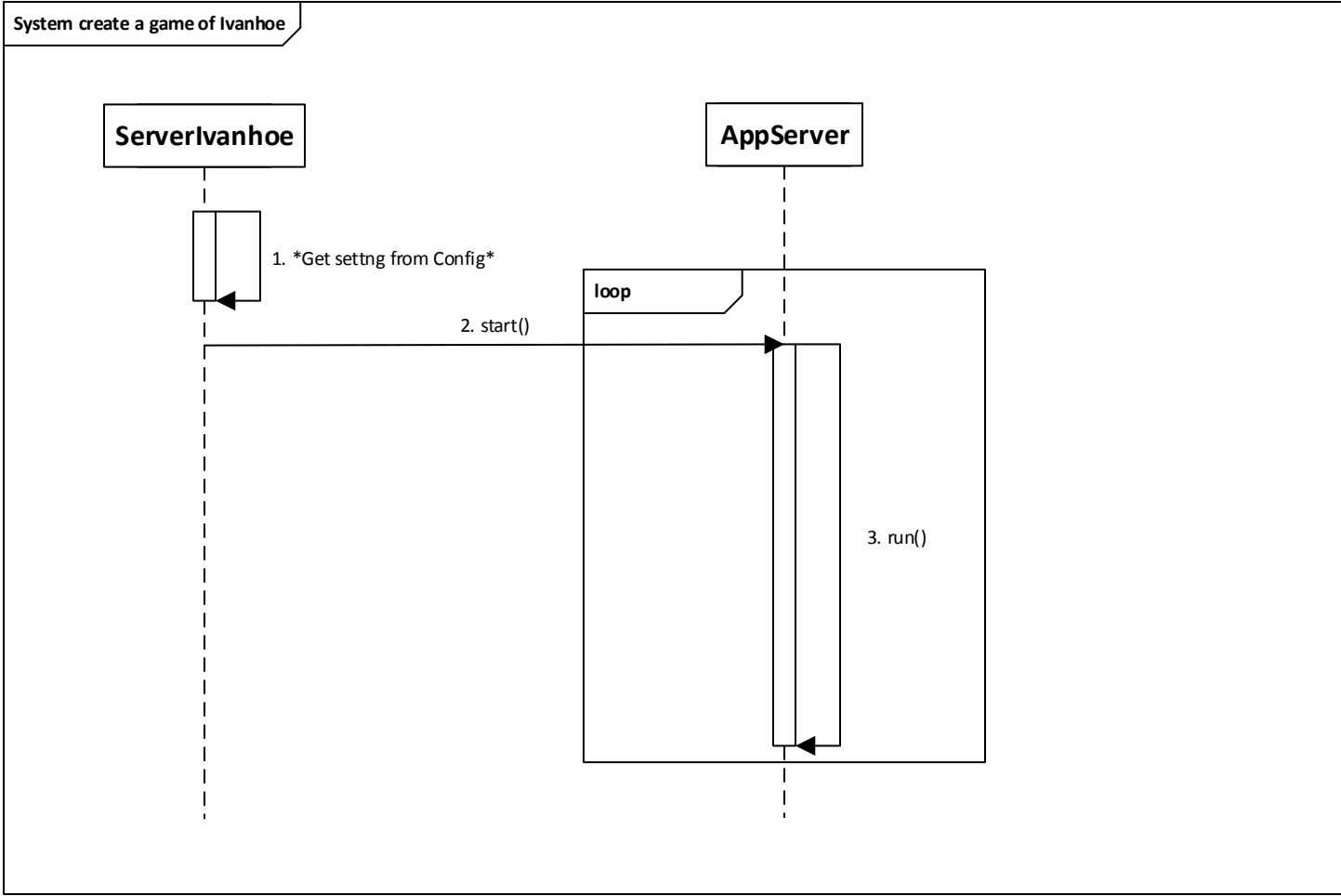
AppServer

1. *Get setting from Config*

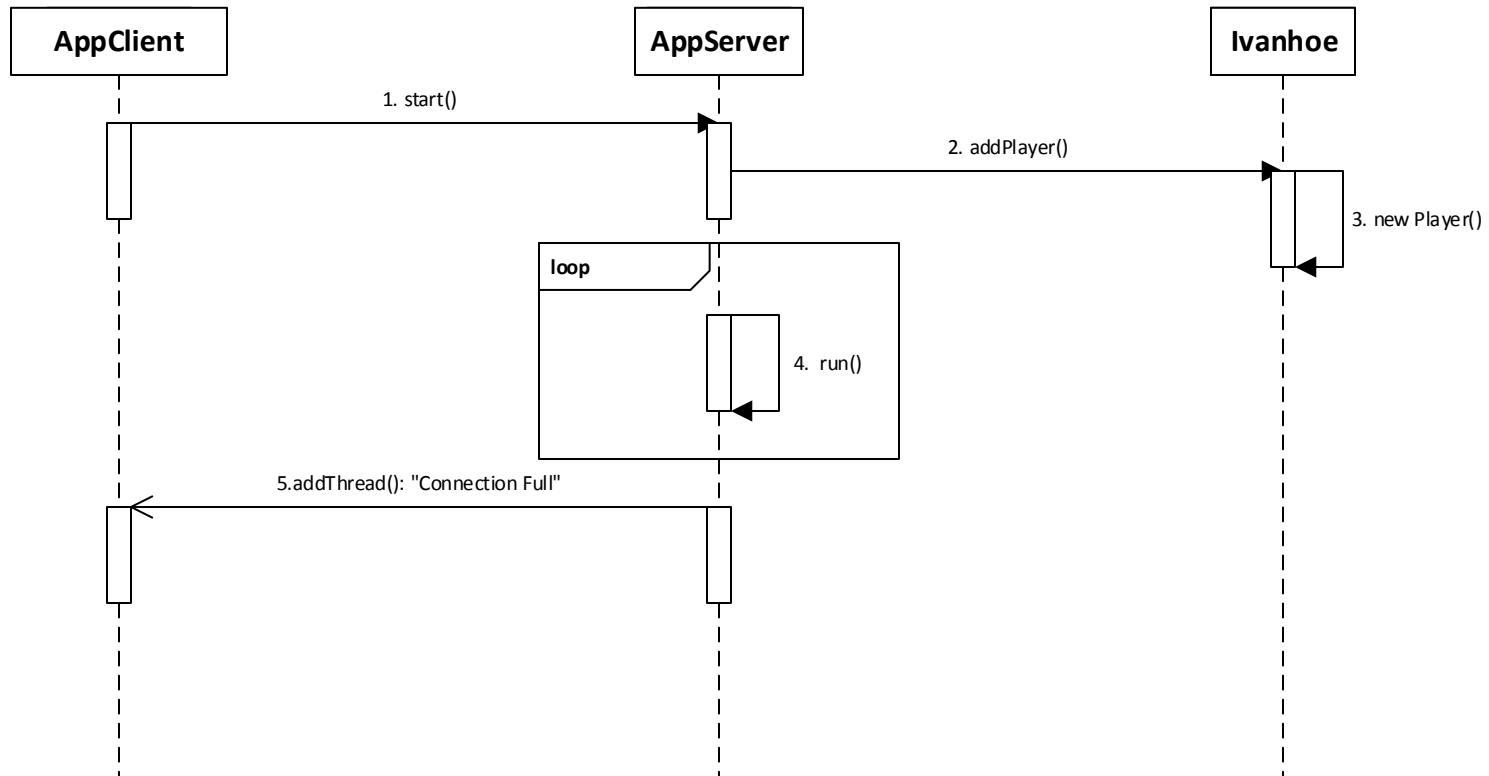
2. start()

loop

3. run()



Player join the server to play



Rule Engine set up the game

AppServer

Ivanhoe

1. setup()

2. init()

3. initPlayerOrder()

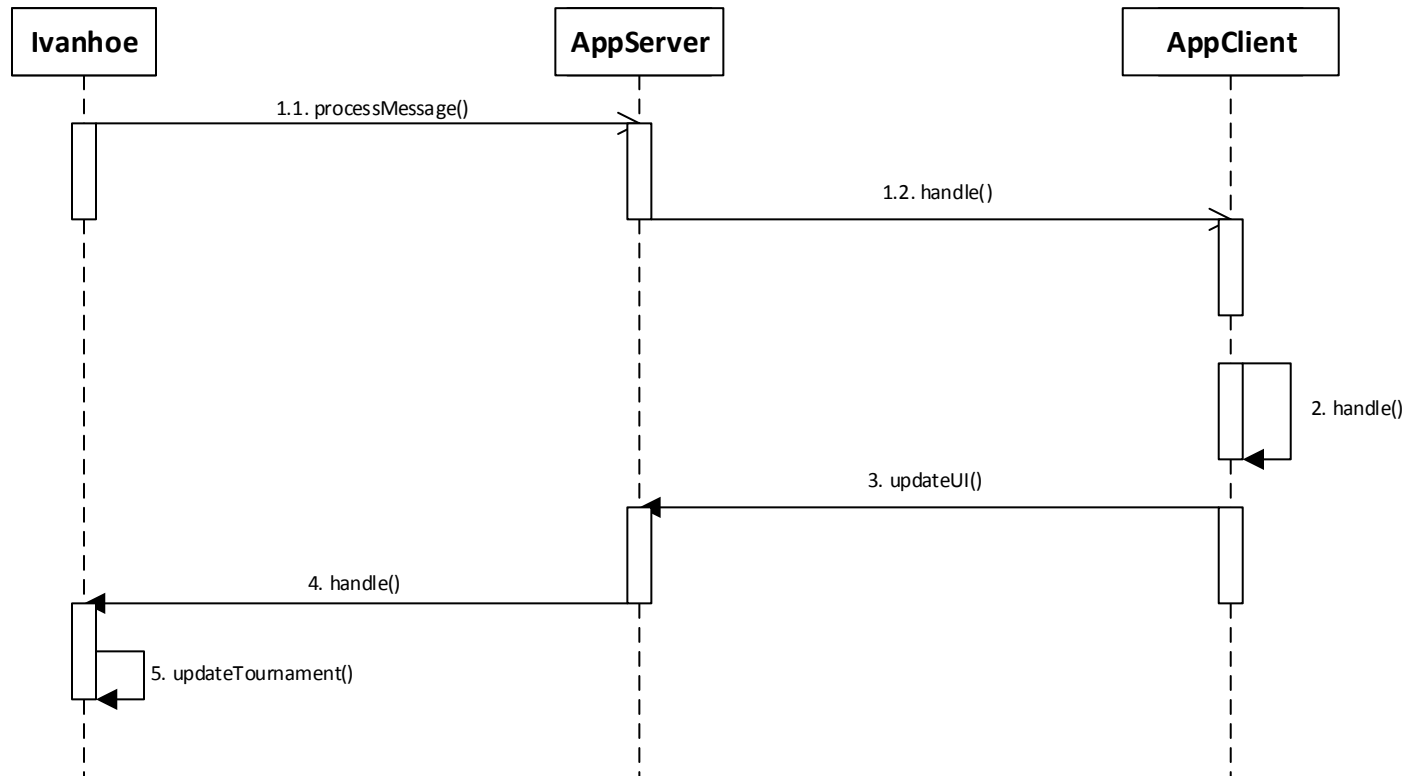
4. initFirstPlayer()

5. initHand()

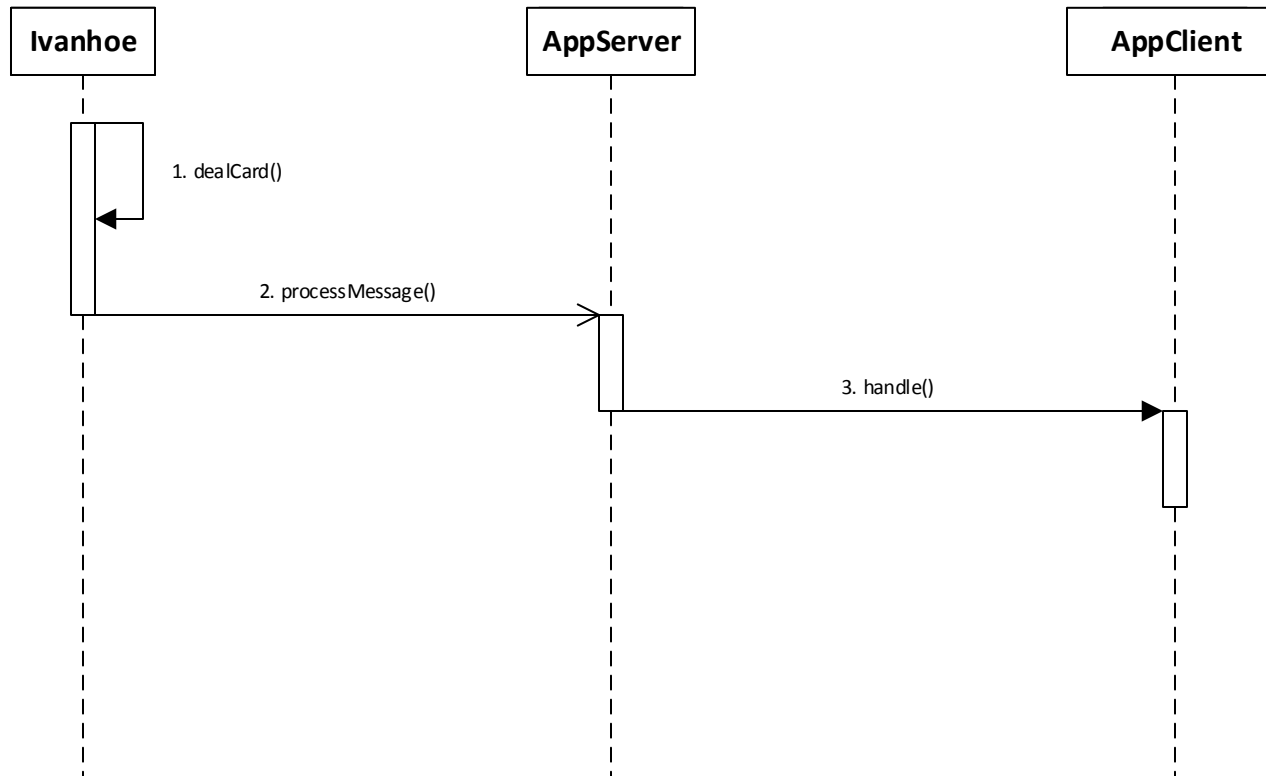
6. dealCard()



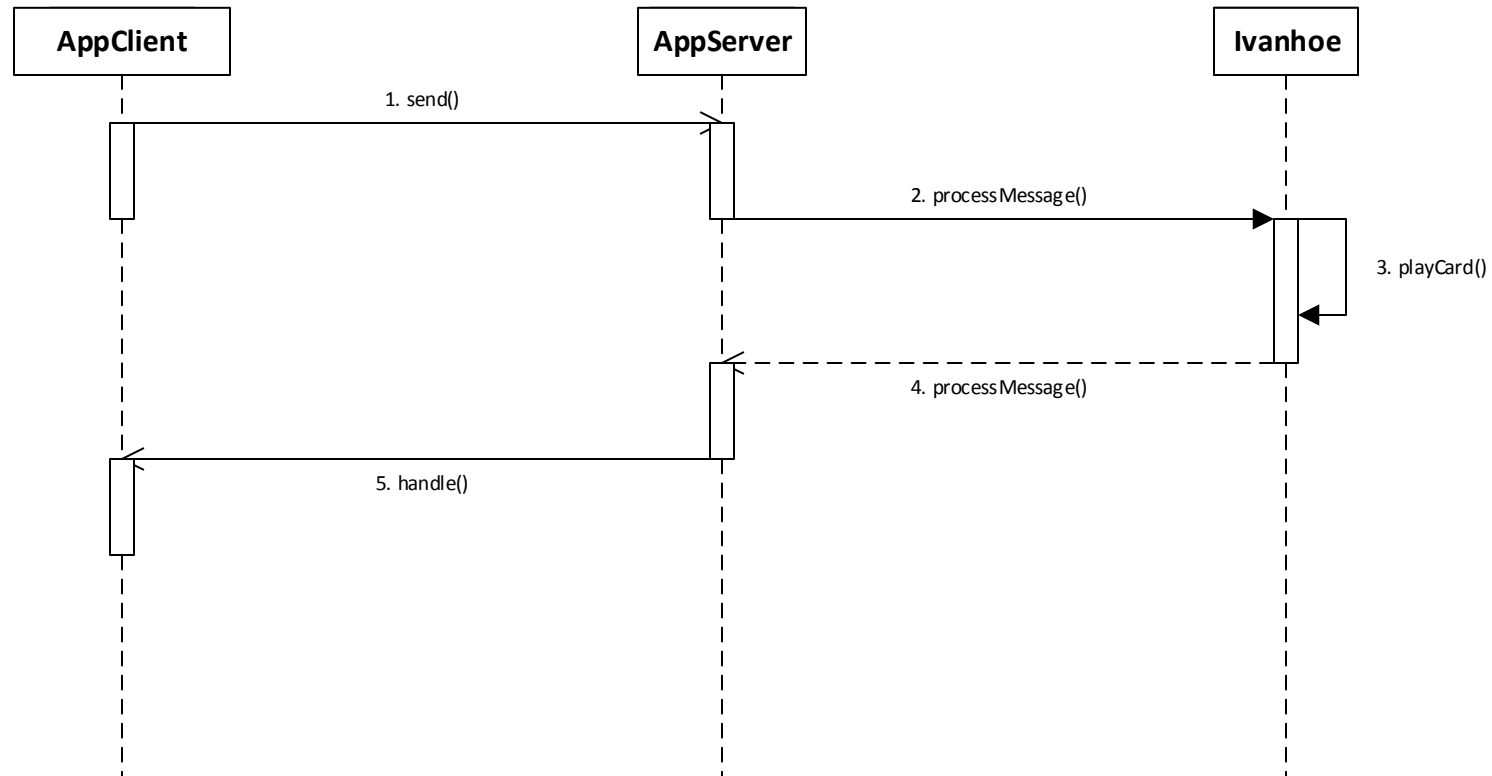
A player starts a new tournament



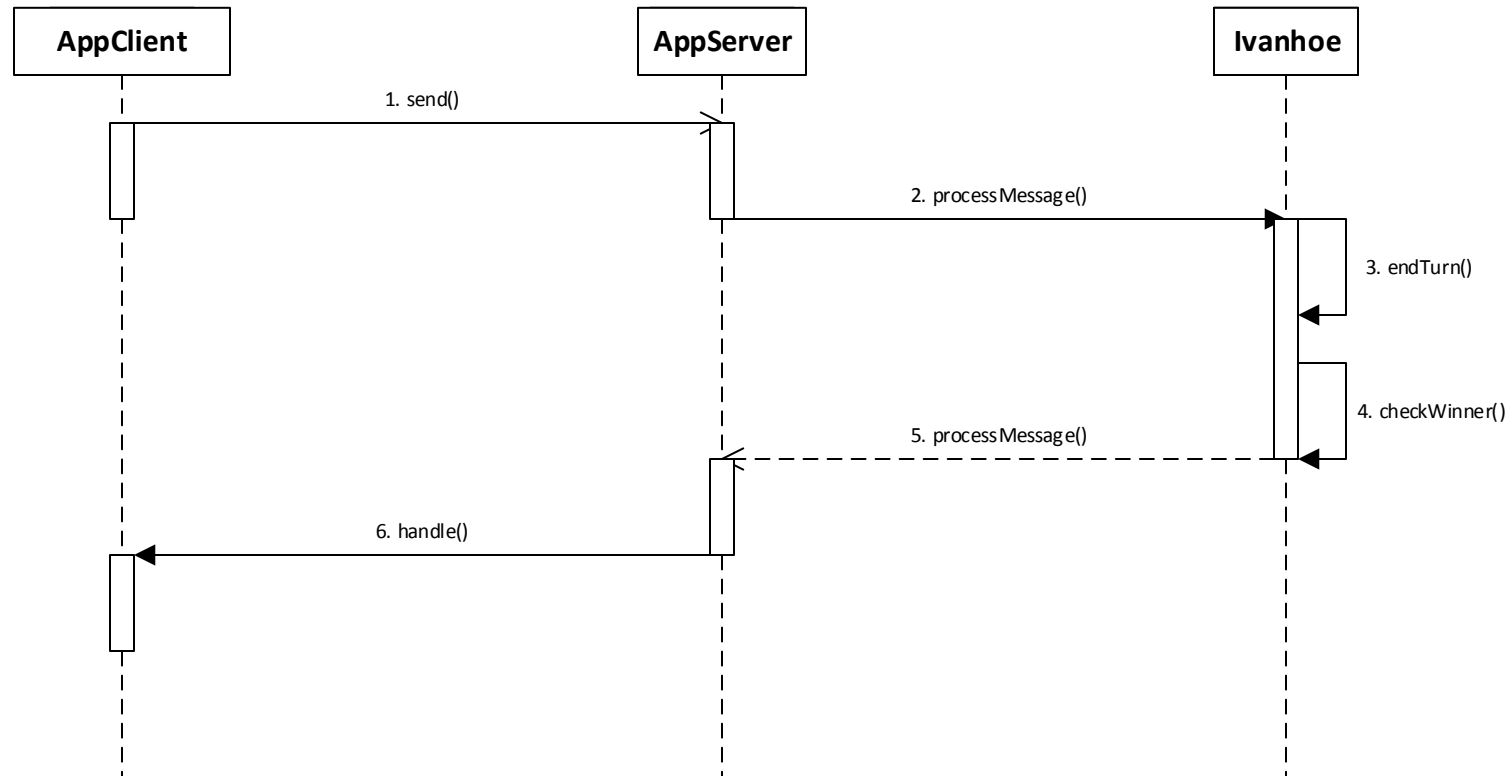
Player draws a card



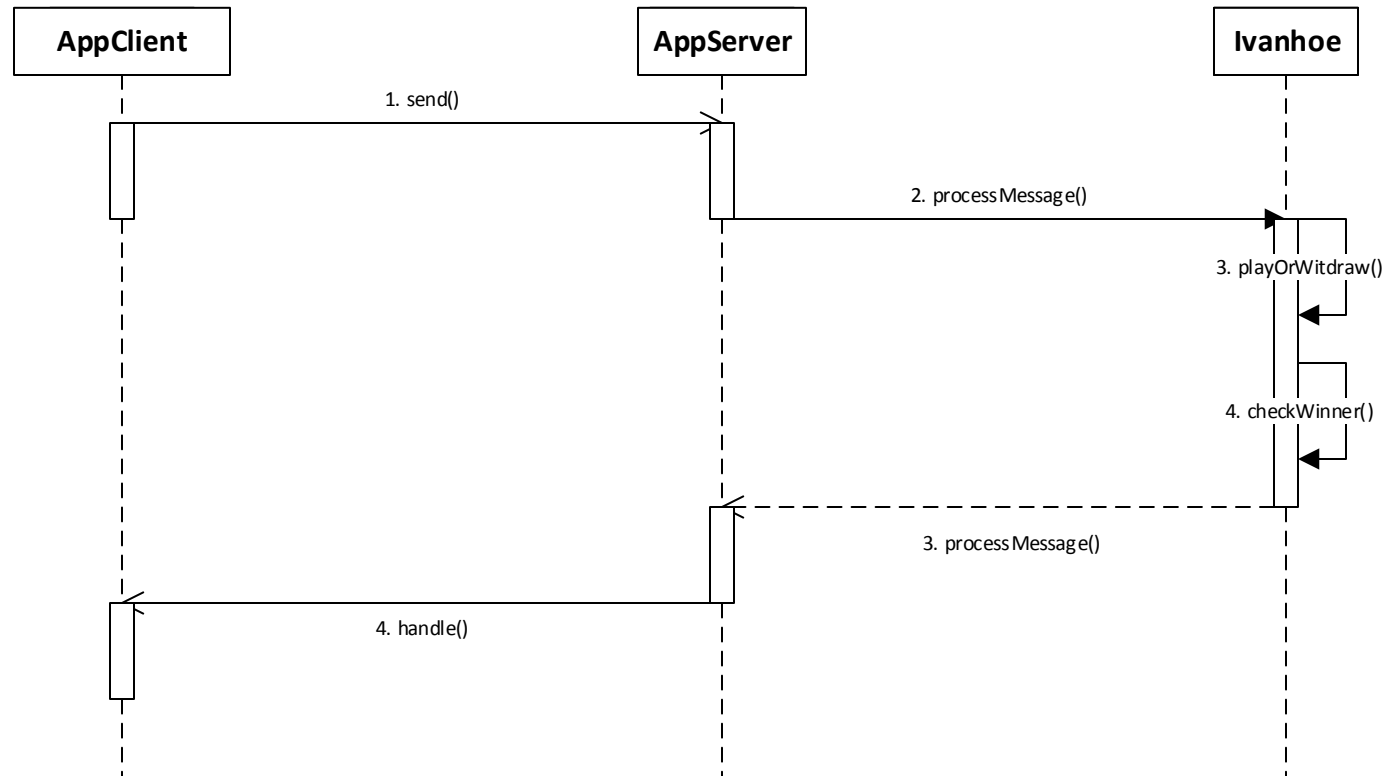
Player join the server to play



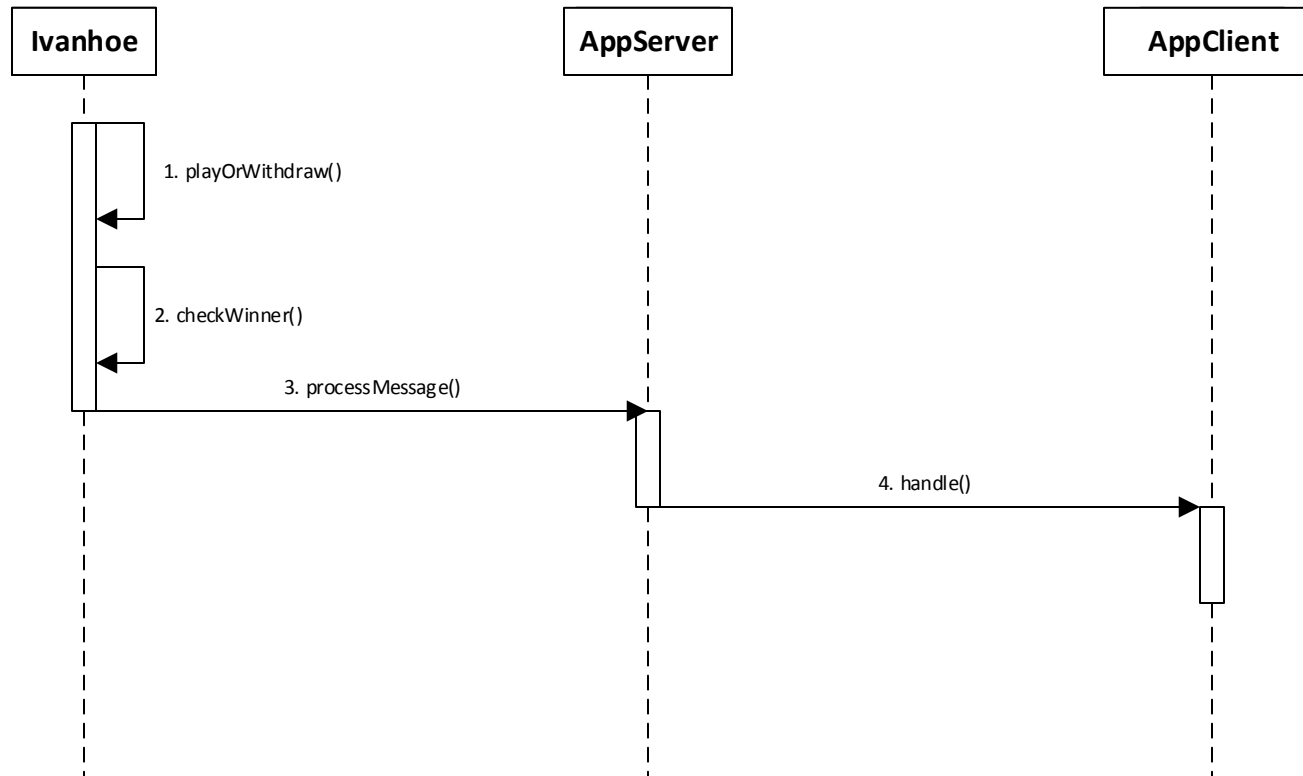
Player ends their turn



Player withdraw the tournament



A player wins the tournament



Player join the server to play

