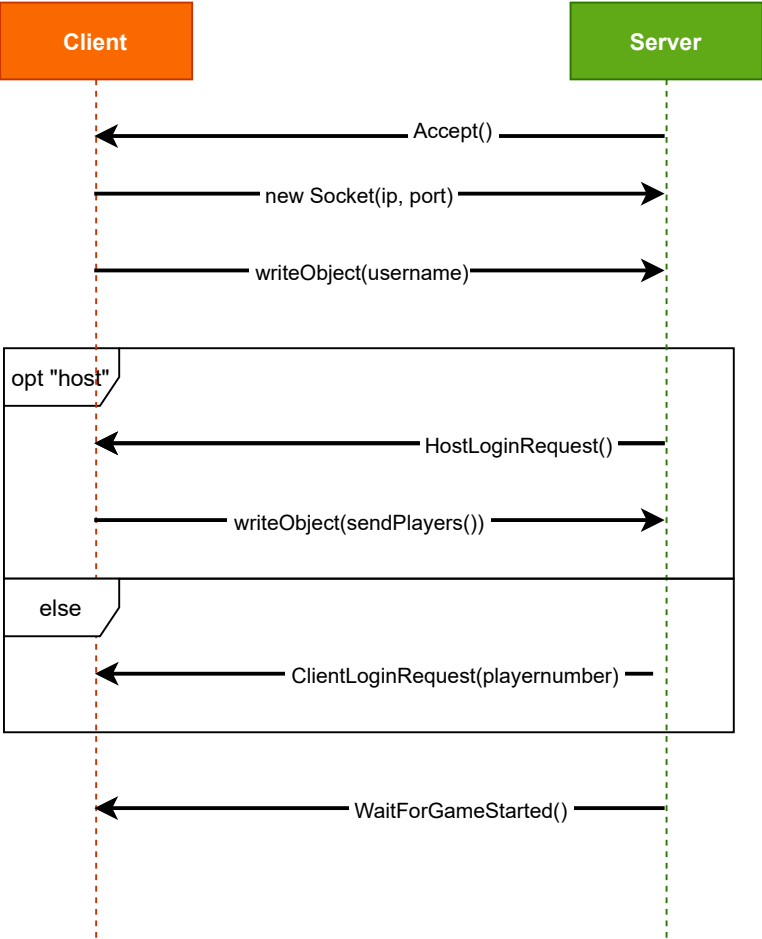# LOGIN

Login
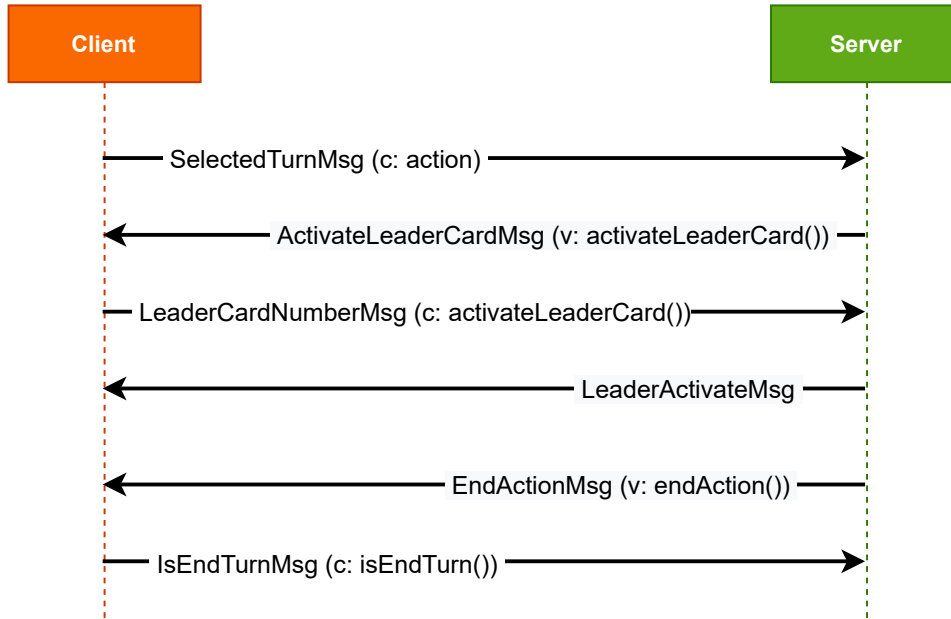
After the connection is established, the server requests username and port number; if input is correct the server sends a LoginSuccess.

When the player has logged in, if he is the host (first player), he will be asked to send the number of total players. Otherwise the user joins the existing game.

When all the players have joined the match, it will start.
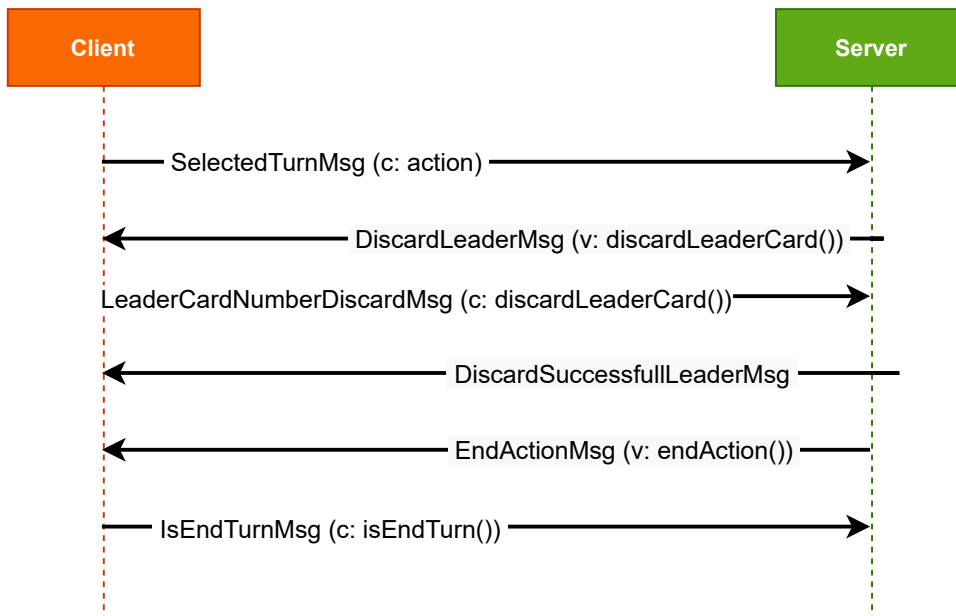
Leader Actions

Activate Leader Card:

Client		Server

SelectedTurnMsg (c: action) →

← ActivateLeaderCardMsg (v: activateLeaderCard())

LeaderCardNumberMsg (c: activateLeaderCard()) →

← LeaderActivateMsg

← EndActionMsg (v: endAction())

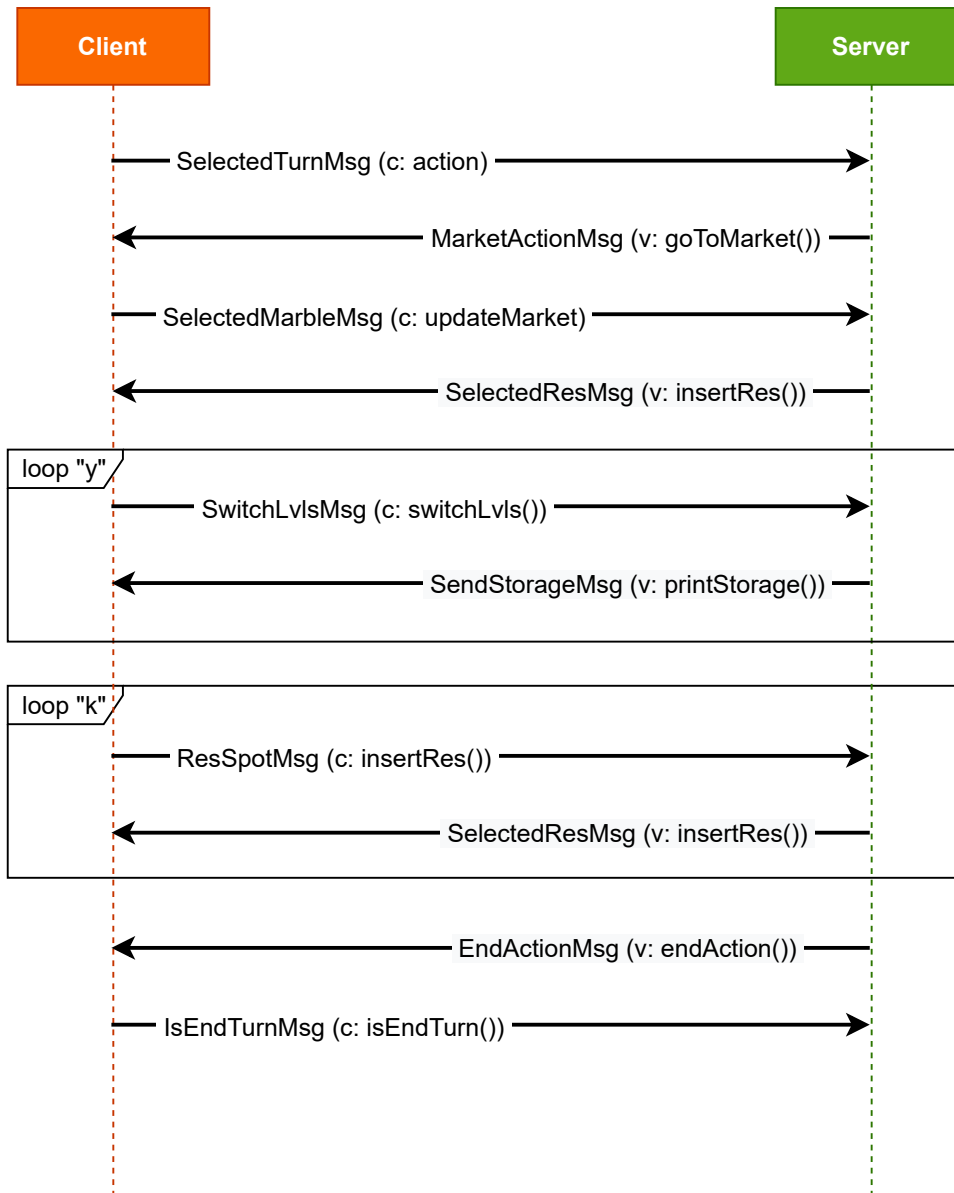IsEndTurnMsg (c: isEndTurn()) →

Leader action

When the player wants to play a specific leader card the client sends the request to activate the leader card to the server. The server checks the requirements of the leader card and send a response to the client. If the leader card has been activated the server updates the view, else the server sends a new request for a leader card and waits for the client to send a response.

Discard Leader Card

Client		Server

SelectedTurnMsg (c: action) →

← DiscardLeaderMsg (v: discardLeaderCard())

LeaderCardNumberDiscardMsg (c: discardLeaderCard()) →

← DiscardSuccessfullLeaderMsg

← EndActionMsg (v: endAction())

IsEndTurnMsg (c: isEndTurn()) →

🥔 item: attribute

Go to the Market

Client	Server

SelectedTurnMsg (c: action) →

← MarketActionMsg (v: goToMarket())

SelectedMarbleMsg (c: updateMarket) →

← SelectedResMsg (v: insertRes())

loop "y"
SwitchLvlsMsg (c: switchLvls()) →

← SendStorageMsg (v: printStorage())

loop "k"
ResSpotMsg (c: insertRes()) →

← SelectedResMsg (v: insertRes())

← EndActionMsg (v: endAction())

IsEndTurnMsg (c: isEndTurn()) →

Market Action:

When the player decides to go to the market,
he will be asked to choose which row or column he wants.

If he is sure about the marbles took, the player can, if he wants to, switch levels in his storage to make room for the new resources.

Now starts the inserting phase, where the player chooses to discard or keep each resource, and where to stock it in the storage.