



The client connects to the server, the server accepts the connection, and it sends a message back for verification. Then, 4 new components are initialized: the NetworkHandler, the View, the ClientManager and the ServerManager. Those last two will handle sending and receiving messages through the socket for the Client-Server communication. Once the login form view is presented to the client, they can insert their username and choose to start a new game or join an existing one (this sequence diagram covers the first case). When the client completes the form, inserting their username and selecting the “create game” procedure, the NetworkHandler is notified, and it creates a message which will be sent through the socket from the ClientManager to the ServerManager. This last component, with that message and the username of the client as a parameter, triggers the initialization of other 3 Server components: VirtualView, Controller and Model. Once the Model is generated (it also contains all the elements of the game), the VirtualView is notified. Indeed, it creates a message which contains, within the parameter “data”, all the game components, to be sent by the ServerManager to the Clientmanager through the socket. Once the ClientManager analyzes the message, it triggers the initialization of the GameHandler, GameView and the PlayerHandler, PlayerView. In the end those View classes as presented to the Client to let them see the board game and the bookshelf.