Player | Player Controller | MyShelfie

checkCommonGoal()

alt [condition==true]

commonGoalAccomplished()

getScoringToken()

returnScoringToken()

[else]

commonGoalNotAccomplished()

return()

The server sends a <checkCommonGoal> message to the client.
The client send a return message based on the accomplishment of the common goal.
If the common goal has been accomplished, the client sends a <commonGoalAccomplished> message
and receives a scoring token from MyShelfie through a request by the Player Controller; otherwise the client
sends a <commonGoalNotAccomplished> message and the server sends an ack message to close the
communication.