



In this case, it is assumed that the client has already performed the move, so this diagram is somehow linked with the sequence diagram 2 because the checkCommonGoal procedure occurs after every move. Here, the ServerManager calls the PlayerController whose method “check(commongoals, id, bookshelf)” aims to check all the commongoal cards with the bookshelf of the player. Each commongoal calls the “validated(bookshelf)” method which returns an integer indicating the points obtained. If the variable “points” is greater than 0, it means that the goal has been accomplished and so a message cascade is triggered to show to the client a message with this information and the scoring tokens updated. In this diagram those messages seem to be sent only to the player who has accomplished the goal but they are sent to all of the players which are playing the game.