



Once a player is called to perform a turn, he or she is warned through a message, they have to insert “n” (number of tiles they want to pick), click on tiles producing “tiles” (array containing the coordinates of the clicked tiles), choose the insertion order producing “order” (array containing the coordinates of the tiles in order) and choose the column of the bookshelf where to insert the tiles. All of this data is sent to the ServerSide through a message. Once the message arrives at the ServerManager, the GameController is called to verify the recent Player move. “verifyTurn(tiles)” verifies the validity of the picked tiles, whereas “verifyTurn(column)” verifies the bookshelf room. If the move is not valid for any reason a message is sent to the client to repeat the “YourTurnProcedure”. If the move is valid, then the PlayerController is called. “PickTiles(tiles)” is called to pick the tiles from the board, “fixAndPlace(order, column)” is called to place the tiles in the right order, in the right column of the bookshelf. Once this procedure is ended a message is sent back to the client aimed to update the Gui with the recent updates.