Codex Naturalis
Sequence Diagrams

Franchetti-Rosada, Gherman, Giaccotto, Maestrello

Group 22

With this document, we aim to illustrate the selected client-server communication protocols and present the corresponding sequence diagrams during actions such as player's game access, playing a card from one's hand, and drawing a card from the playground.
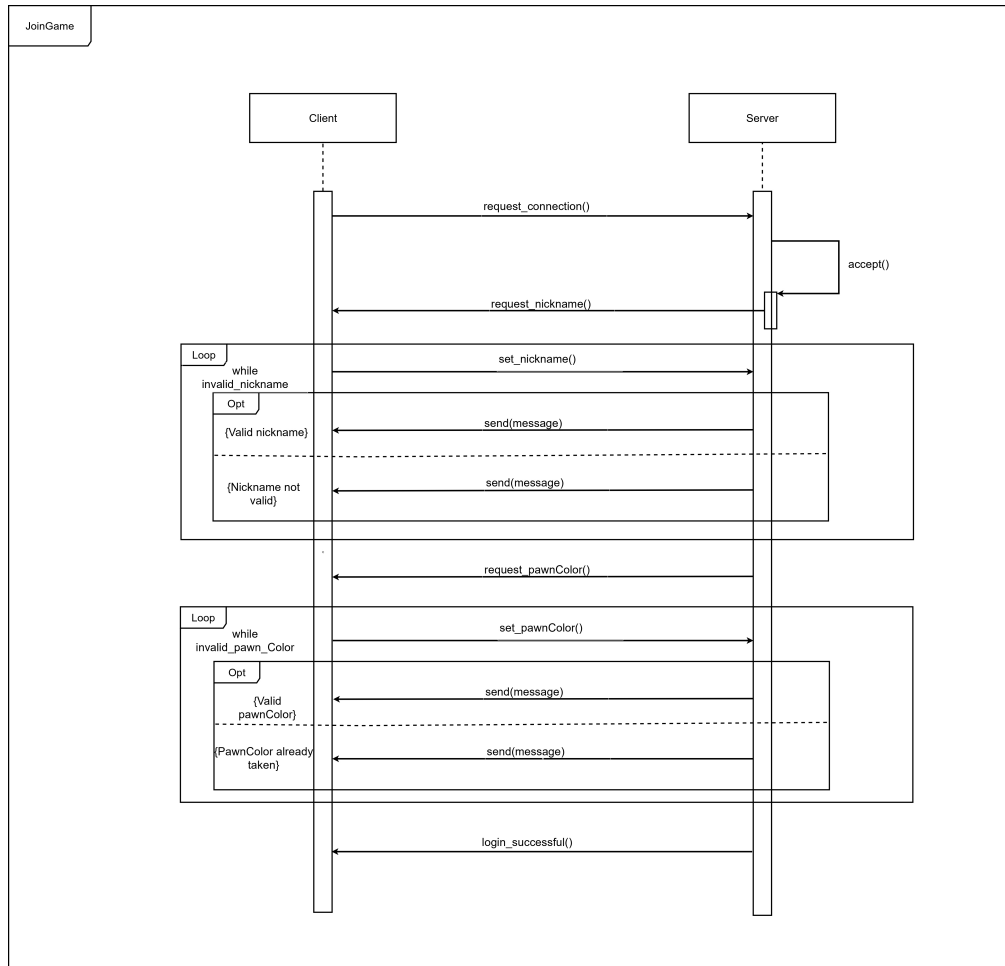
1 Player's Game Access

Figure 1: JoinGame

Messages from the server

- InfoMessages: they contain the response regarding whether the nickname is valid or not. In the latter case, the client will be asked to set the nickname again. The same occurs when choosing the color of the pawn.

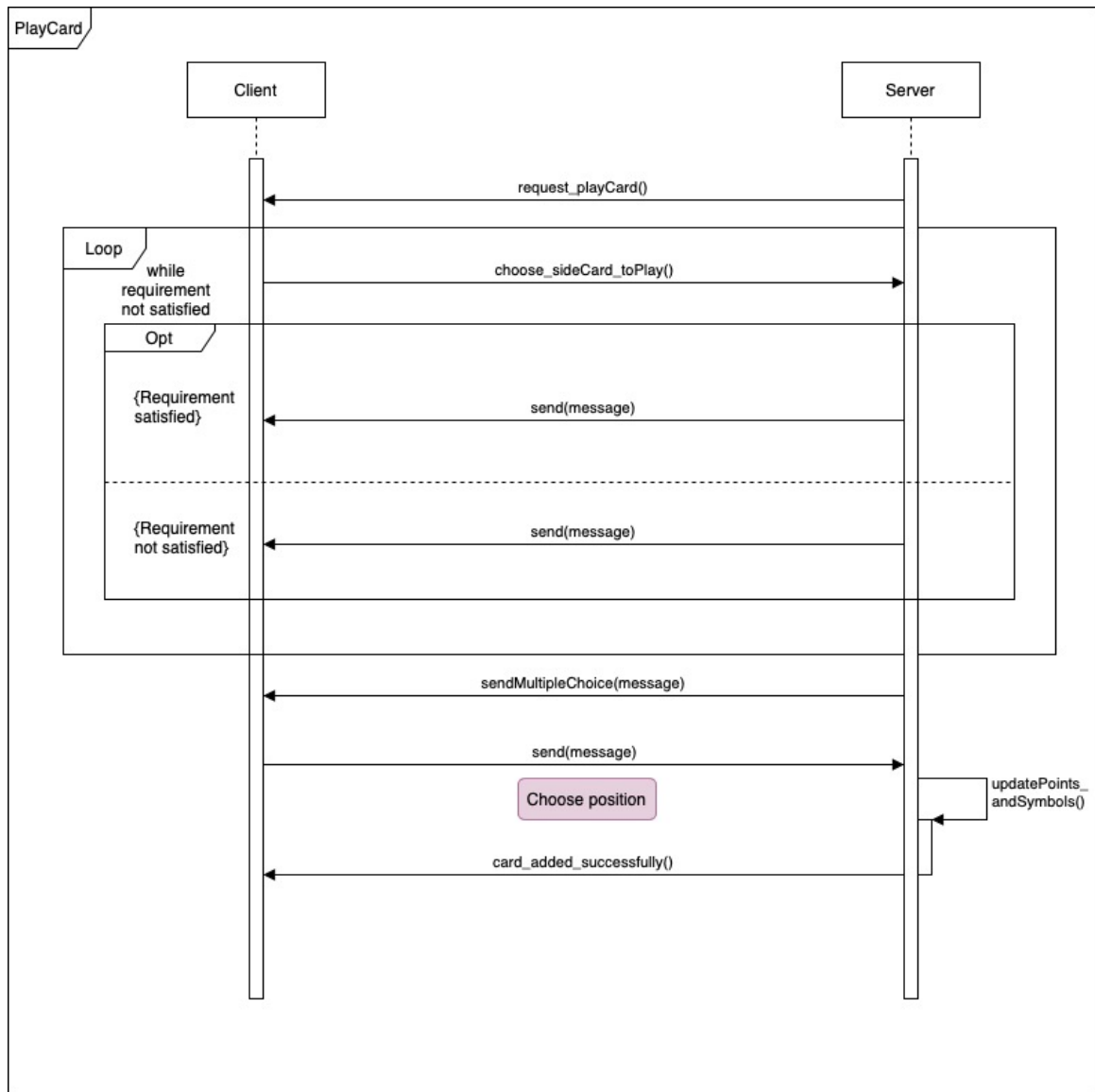# 2 The action: 'Playing a card from one's hand'

Figure 2: PlayCard

Messages from the server

- InfoMessages: they contain the message to be displayed in the case where the requirements are met and in the case where they are not. In the latter case, the client will be asked to choose a new card to play.

- MultipleChoiceMessage: it contains a list of available positions where the client can choose to place the card.

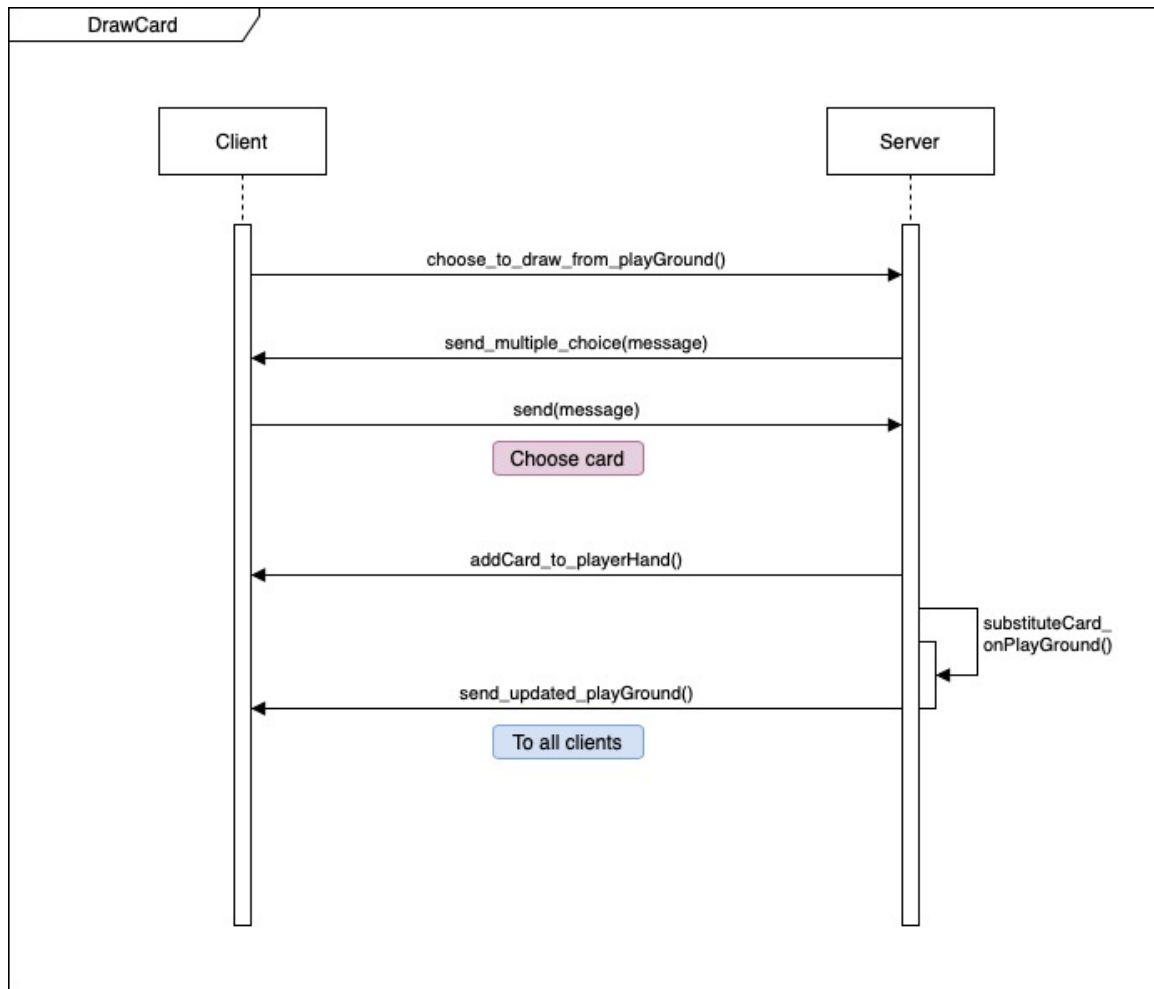# 3   The action: 'Drawing a card from the playground'

Figure 3: DrawCard

Messages from the server

- MultipleChoiceMessage: it contains a list of side cards displayed on the playground, from which the client can choose.