



Every event changes the Controller's internal state, and every state is waiting for specific events from the client. If the Controller receives an unexpected event it sends a "WarningEvent" to the client. Every event transports information with an elementary type (String, Integer...)

## interaction Turn Phases

TurnPlayer

Server

1 : PhaseUpdate(ChooseWorkerPhase)

2 : UserInputEvent("x , y")

3 : PhaseUpdate(ChooseActionPhase)

4 : UserInputEvent("Action")

5 : PhaseUpdate(MovePhase)

6 : AvailableCellsUpdate

7 : UserInputEvent("x , y")

8 : PhaseUpdate(BuildPhase)

9 : AvailableCellsUpdate

10 : UserInputEvent("x , y")

11 : PhaseUpdate(ChooseBlockPhase)

12 : UserInputEvent("Block")

13 : PhaseUpdate(EndPhase)

This is an example of a normal turn without any God's power. ChooseActionPhase and ChooseBlockPhase are usually missing but here are shown for completeness. A BoardUpdate is sent to every player when the Board changes  
When the UserinputEvent String is invalid the controller sends the client a WarningEvent