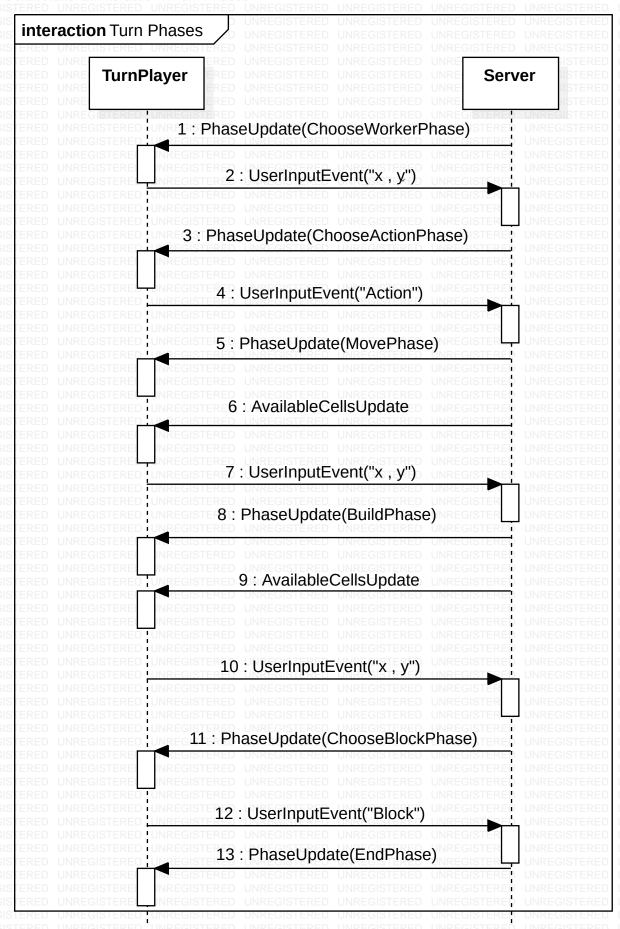


Every event changes the Controller's internal state, and every state is waiting for specific events from the client. If the Controller receives an unexpected event it sends a "WarningEvent" to the client. Every event transports information with an elementary type (String, Integer...)



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