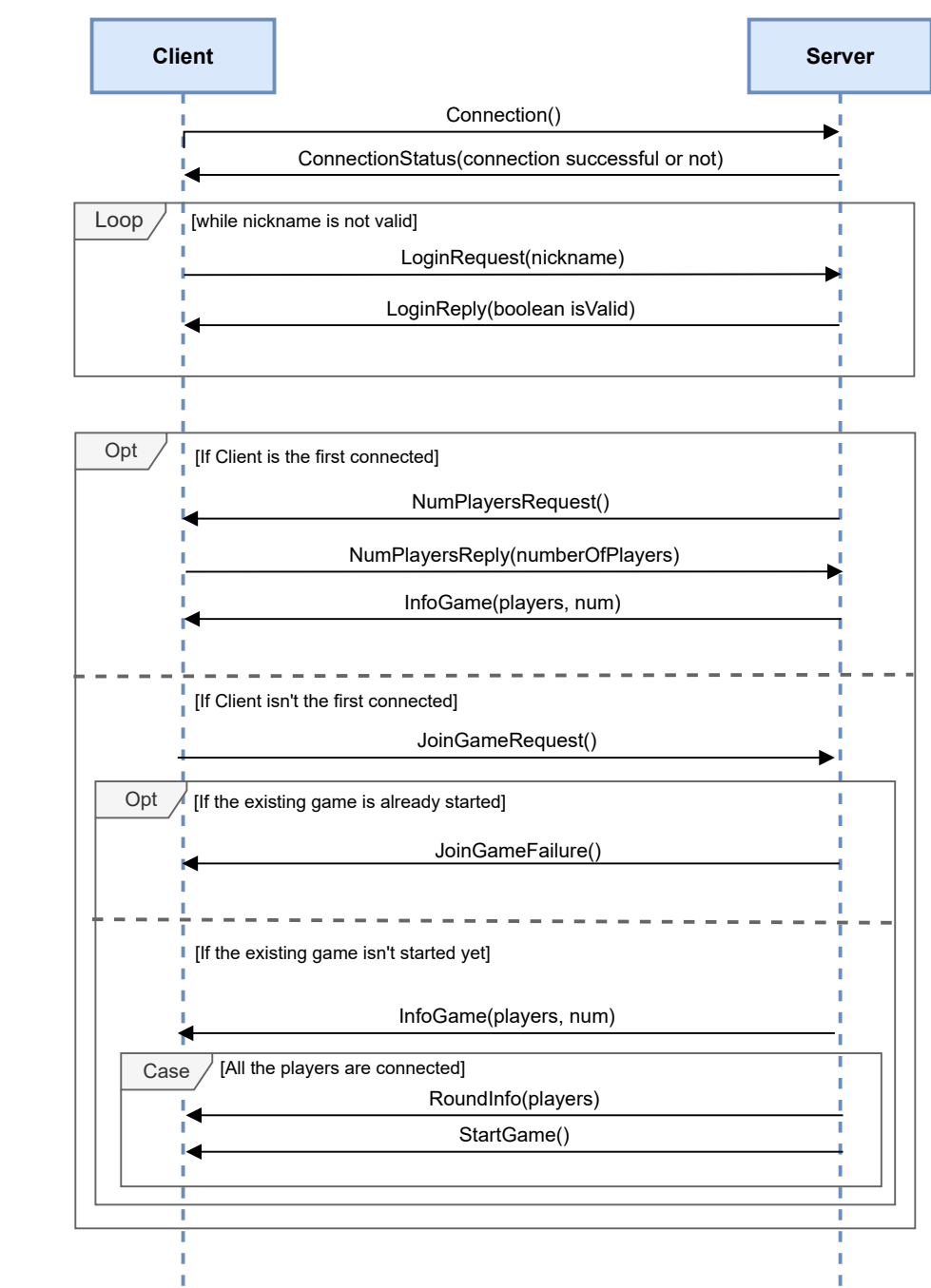
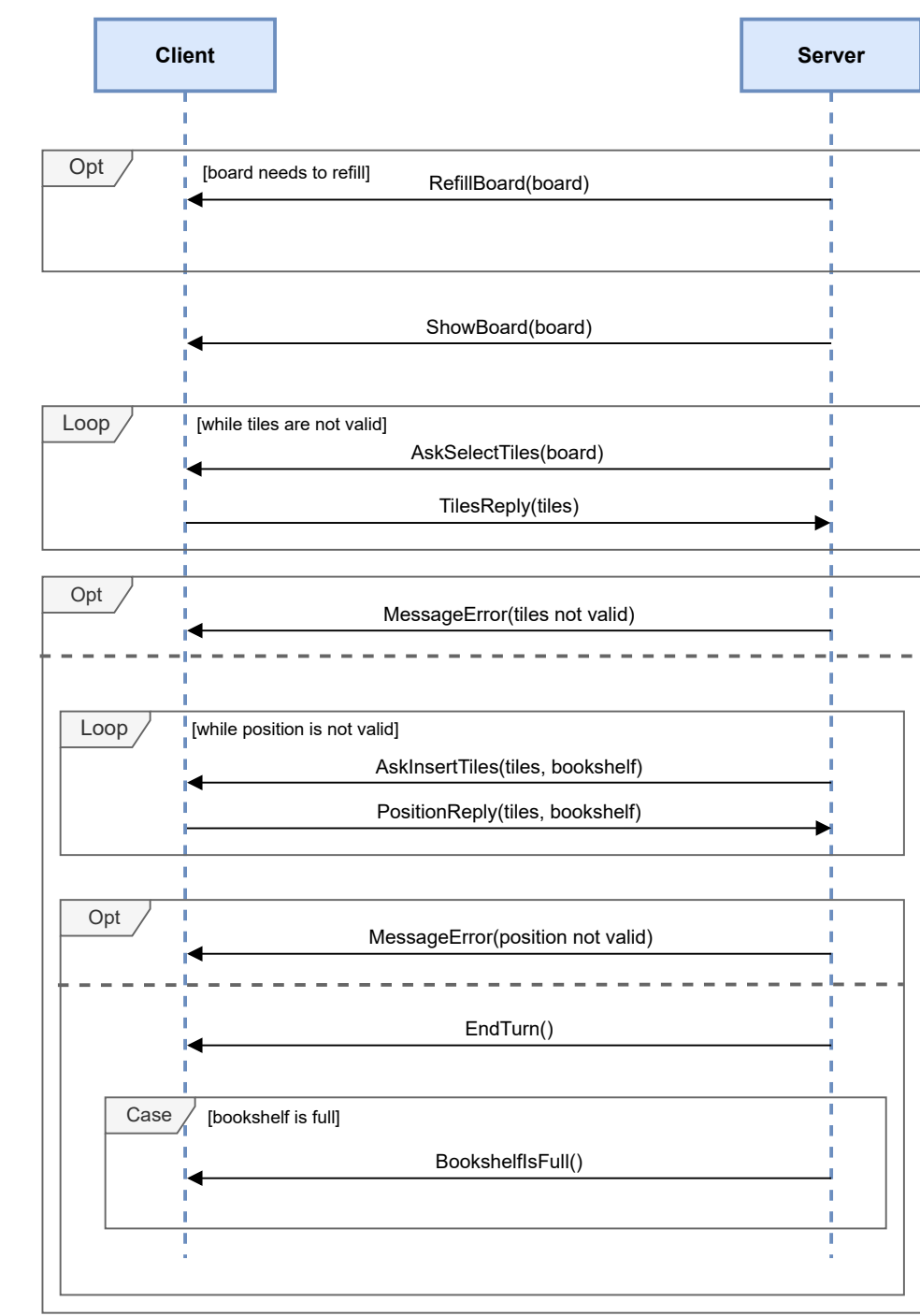


1. Accesso al gioco di un giocatore



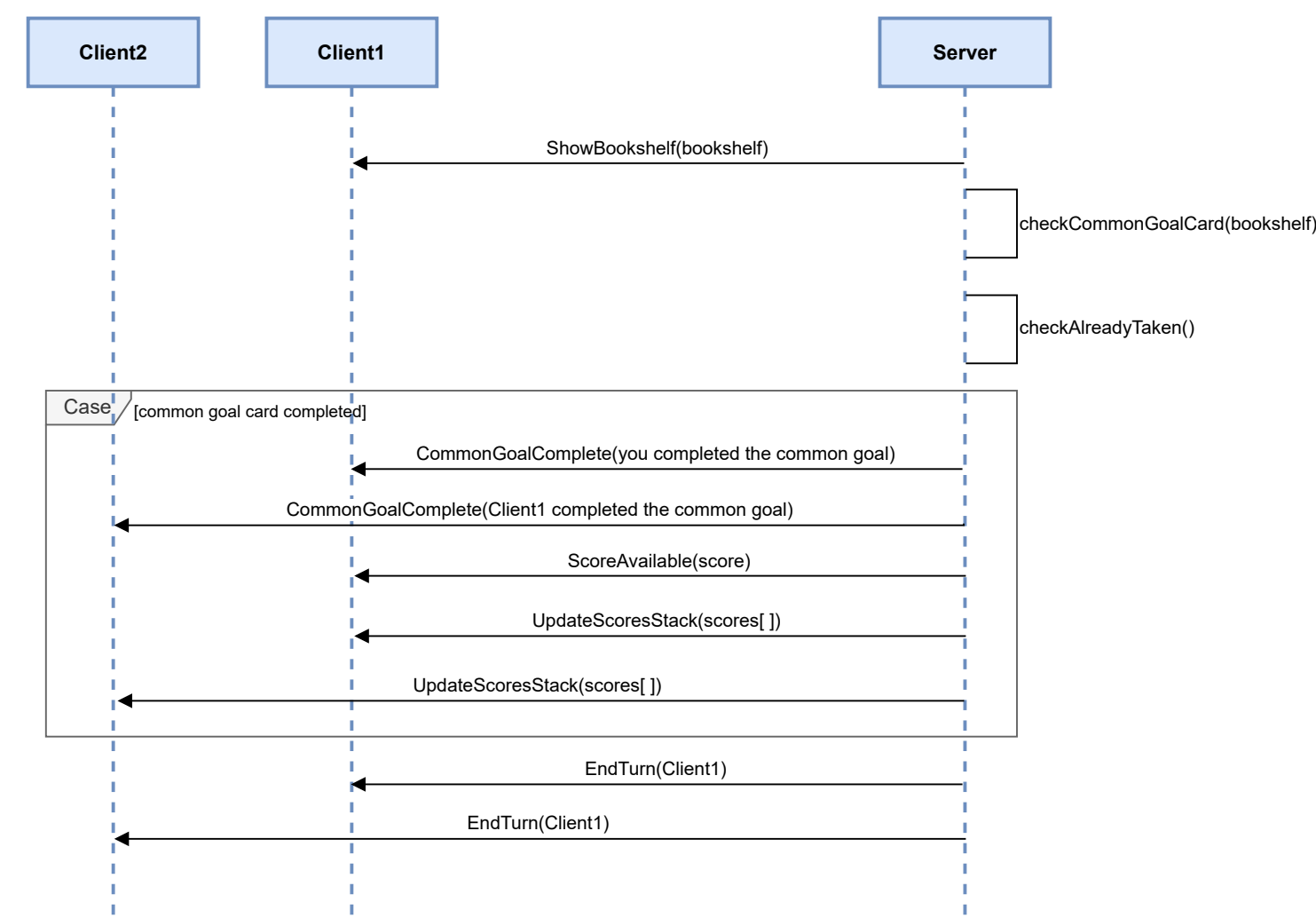
- Connection message establishes the connection between client and server
- Client sends a LoginRequest with his desired nickname
- Server replies in the LoginReply
- If nickname has already been taken by another user, the Server sends message to notify the Client, in order to choose a new nickname, otherwise the Server saves the nickname for the game
- Client has two possibilities: if he is the first player connected, he create a new game; if exists already a started game, he join the game
- Server replies with a JoinGameSuccess message containing the informations about the game (number of players, current players waiting) if the game isn't started yet. Otherwise, the Server replies with a JoinGameFailure
- When a new player joins to the game, Server sends an UpdateGame message to the Client with the updated information of the game
- When all players are connected to the game the match starts

2. Selezione delle tessere e inserimento nella libreria



- If all Tiles in the Board are isolated or the Board is empty, the Server sends a RefillBoard message to the Client, otherwise the Server shows the Board to the Client
- Server sends a SelectTiles message with the Board to the Client
- Client chooses the Tiles that he wants to insert in his bookshelf and sends a ChooosenTiles message to the Server
- If the selected Tiles are not valid, the Server sends a MessageError to notify the Client, in order to choose other Tiles from the board
- Client selects the column in his bookshelf where he wants to insert the selected Tiles and sends a ChooosenPosition message
- If the selected column is not valid, the server sends a MessageError to notify the Client, in order to choose another column
- At the end of the turn, the Server checks if the Client's bookshelf is full and if this happens notifies the Client and sends him a BookshelfFull message

3. Completamento di un obiettivo comune



- Server checks if the Client1 has completed the Common Goal Card
- If the Client1 has completed one of the two Common Goal Card of the game, Server check if the Client1 completed the Common in the past round. If not, Server sends a message to notify the Client1 and a ScoreAvailable message with the relative score he has obtained
- Also Server sends a message to all the other players to advise them about the Client1's completion of the Common Goal Card
- Server updates the stack of the scores available for that Common Goal Card and sends it to all the Clients