| Phase | USER INPUT | GAME DATA | RENDERING |
|----------------|--|---|---|
| DRAW PHASE | GetDrawStack() ——Stack [*] | Type drawCard(UserId,StackType) | RefreshUI() |
| LA YOFF PHASE | GetLayoffCards() List <cards< td=""><td>layOffCards(PlayerId, List<card> Layoffcards)</card></td><td>showEndPhase() checkEnd() refreshUI()</td></cards<> | layOffCards(PlayerId, List <card> Layoffcards)</card> | showEndPhase() checkEnd() refreshUI() |
| END TURN PHASE | Get Card For Layoff() ——Cai | la yoff Card (PlayerId, CardId) | Visualize NextTurn() |
| | | | |