

Game Message Flow

notes: unexpected client requests will be ignored by the controller

Requests List

List of messages that the client(s) can send to the server:

- GamePhaseResponse<T>**: The client has executed the required request and is answering with the appropriate data/confirmation. **T** is the type of the request required by the server. The server will not accept any other requests until the designated client clears the request.

Event List

List of events that the server can notify the client(s) of:

- ModelUpdateEvent**: The model has been updated and is sent to the client(s) for updates on the game model.
- GamePhaseEvent<T>**: Notifies the client that the game phase has changed for a specific player. The request contains a target user, which is supposed to answer with a response for the type of event required, **I**.
- GameEndedEvent**: The game is over and the clients can disconnect

