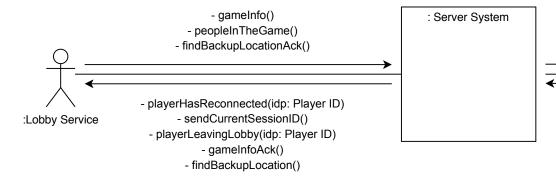
Server Environment Model Diagram



- characterCabin(c: Position) - sendPlayersStatus() -stateChange(p:Phase1Action) - messageBroadcasted() - positionCharacterInvalid(s: String) - messagesNotBroadcasted() normalWhiskeyUsed(m:String) - requestReceived() - normalWhiskeyInvalid(s: String) - gamePaused() - playerChoosedCard(m: String) - gameResumed() - oldWhiskeyUsed(m: String) - gameCantBePaused - oldWhiskeyInvalid(s: String) - gameBackupReady() - ActionCardDistributed(m:String) - gameBackupNotPossible() promptMoveOptions(ps: Set{Position}) - settingsChangedAck() - promptRideOptions(ps: Set{Position}) - modificationCanceledAck() - promptRobberyOptions(I: Set{Loot}) - playerCanLeaveGameAck() promptFireOptions(bs: Set{Bandit}) playerCanNotLeaveGameAck() - promptPunchOptions(bs: Set{Bandit}) - leaveGameServerAck() - promptMarshalMoveOptions(ps: - initializeNewGameAck() Set{Position}) nextPlayer(p: Player) - promptHostageOptions(hs: nextTurn(t: TurnType) - nextRound(Integer: Set{Hostage}) - refreshGameState(pa: Phase2Action) currentRound) - invalidRequest_e(m: String)

- request (re: request_name)
- checkMessage(m: message)
- playerLeavingServer(idg: Game ID)
- changeSettings(s: Settings, v: Value)
 - cancelModificationRequest()
 - canPlayerLeaveGame()
 - initializeNewGame()
 - nextPlayerAck()

 - nextTurnAck()
 - nextRoundAck()
- positionCharacterRequest(r:requests)
 - -chooseCardRequest(r:requests)
- -normalWhiskeyRequest(r:requests)
- -oldWhiskeyRequest(r:requests)
- -ActionCardRequest(r:requests)

- validateChosenMove(p: Position)
- validateChosenRideMove(p: Position)
- validateChosenRobberyLoot(I: Loot)
- validateChosenBanditFire(b: Bandit)
- validateChosenCharacterPunch(pc: PunchableCharacter)
- validateChosenMarshalMove(p: Position)
- validateChosenHostage(h: Hostage)

<<enumeration>> Request_name

- -finalStatus
- pause
- pauseOver
- backup

:Client