Server Environment Model Diagram

: Server System

:Lobby Service

:Client

Messages from Lobby Service to Server System:
- gameInfo()
- peopleInTheGame()
- findBackupLocationAck()

Messages from Server System to Lobby Service:
- playerHasReconnected(idp: Player ID)
- sendCurrentSessionID()
- playerLeavingLobby(idp: Player ID)
- gameInfoAck()
- findBackupLocation()

Messages from Server System to Client:
- sendPlayersStatus()
- messageBroadcasted()
- messagesNotBroadcasted()
- requestReceived()
- gamePaused()
- gameResumed()
- gameCantBePaused
- gameBackupReady()
- gameBackupNotPossible()
- settingsChangedAck()
- modificationCanceledAck()
- playerCanLeaveGameAck()
- playerCanNotLeaveGameAck()
- leaveGameServerAck()
- initializeNewGameAck()
- nextPlayer(p: Player)
- nextTurn(t: TurnType)
- nextRound(Integer: currentRound)

- characterCabin(c: Position)
- stateChange(p:Phase1Action)
- positionCharacterInvalid(s: String)
- normalWhiskeyUsed(m:String)
- normalWhiskeyInvalid(s: String)
- playerChoosedCard(m: String)
- oldWhiskeyUsed(m: String)
- oldWhiskeyInvalid(s: String)
- ActionCardDistributed(m:String)
- promptMoveOptions(ps: Set{Position})
- promptRideOptions(ps: Set{Position})
- promptRobberyOptions(l: Set{Loot})
- promptFireOptions(bs: Set{Bandit})
- promptPunchOptions(bs: Set{Bandit})
- promptMarshalMoveOptions(ps: Set{Position})
- promptHostageOptions(hs: Set{Hostage})
- refreshGameState(pa: Phase2Action)
- invalidRequest_e(m: String)

Messages from Client to Server System:
- 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(l: Loot)
- validateChosenBanditFire(b: Bandit)
- validateChosenCharacterPunch(pc: PunchableCharacter)
- validateChosenMarshalMove(p: Position)
- validateChosenHostage(h: Hostage)

| <<enumeration>> |
Request_name
-finalStatus - pause - pauseOver - backup