

SEQUENCE DIAGRAMS EXPLANATION

1 – SEQUENCE DIAGRAM FOR CLIENT LOGIN

This sequence diagram illustrates how the login phase is handled.

The client connects to the server and there is an option based on the status of the server.

The server requests the username from the client and once received passes it to the controller to check its validity.

A message is returned based on the validity of the username.

2 – SEQUENCE DIAGRAM FOR PLAY CARD

This sequence diagram shows the interactions to play a card from the client's hand.

The controller calls up the server to ask the client what play he wants to make (card + position in which to place it).

The server receives the client's play and forwards it to the controller, which in turn forwards it to the model.

The model checks the validity of the play and returns a message based on it.

3 – SEQUENCE DIAGRAM FOR DRAW CARD

This sequence diagram shows the interactions to allow the player to draw a card.

The controller calls the server to ask the client where he wants to draw from.

The client can: draw from the resource deck, draw from the gold deck, draw directly from the table.

Based on the client's choice, the server calls the three different methods of the controller to draw, which in turn calls the respective methods of the model.

The model then checks to see if it is indeed possible to draw in such a manner and communicates the outcome back to the client.