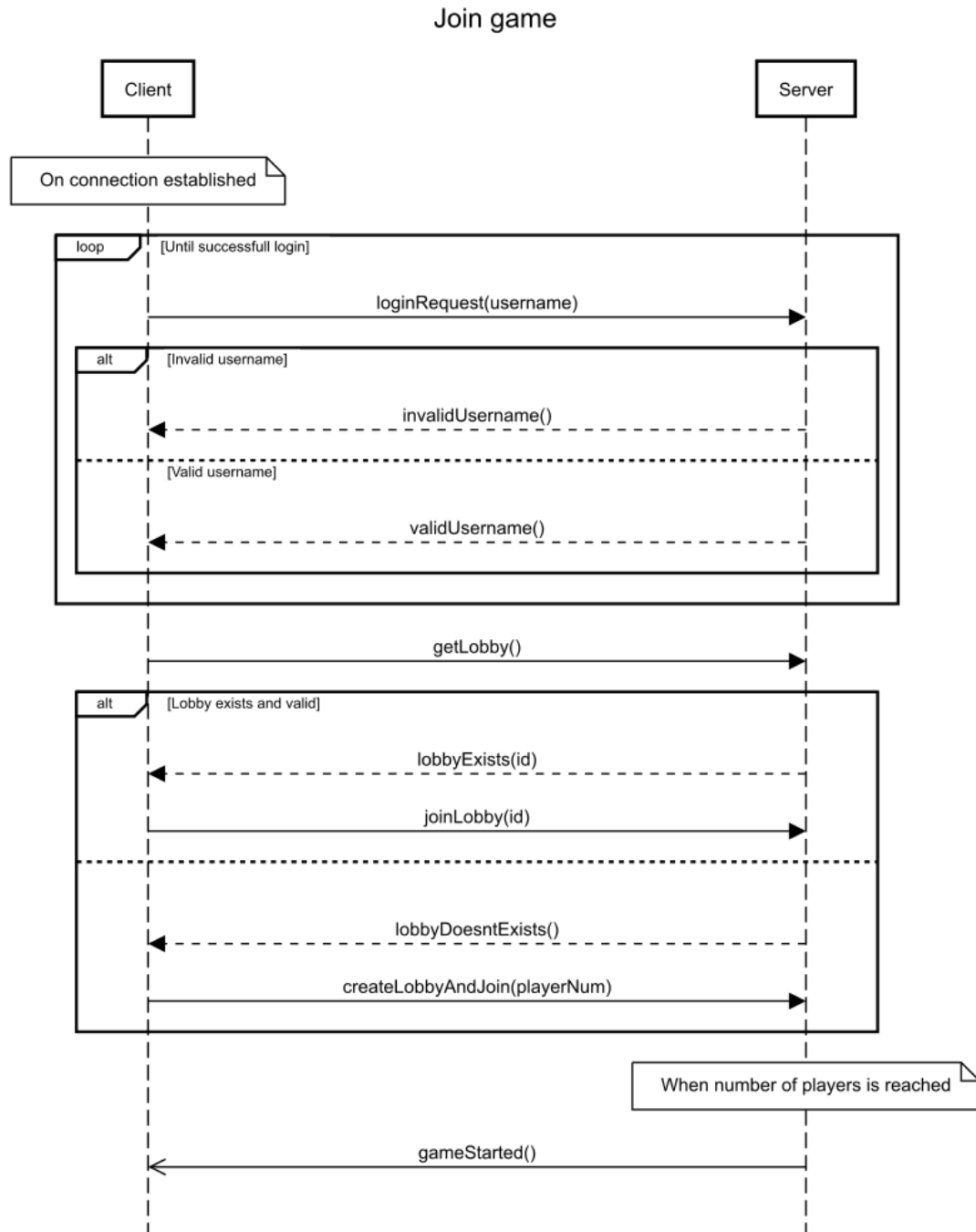


Sequence diagrams

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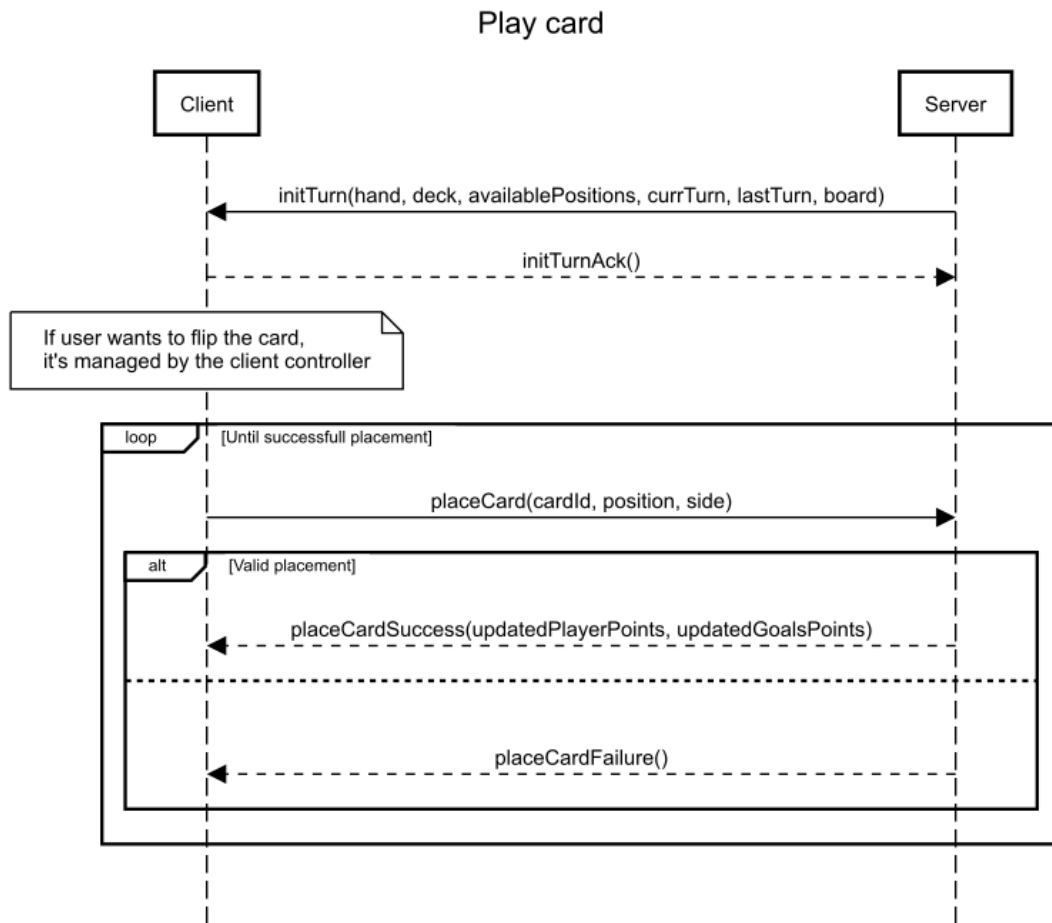
a.a. 2023-2024

Join Game



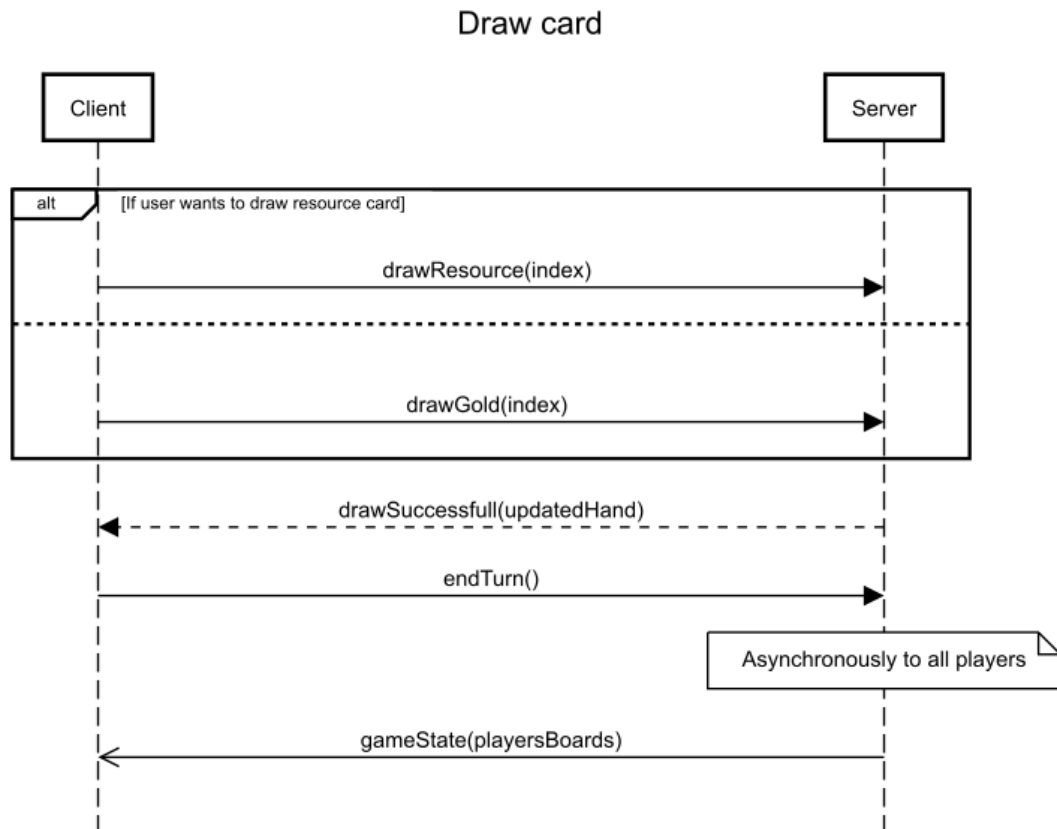
When the connection between client and server is established, the client requests the server to join until the username is valid. Once logged, gets the lobby ID (if present) and joins, otherwise creates a new lobby specifying the number of players. When the lobby reaches the correct number of players, the server notifies all the clients that the game has started.

Play Card



The server notifies current player's client the start of the turn, providing useful information to the player. Once the player has decided which card he wants to play and its position, the client communicates the choice to the server, which will check whether the move is allowed or not and will send a response accordingly (`placeCardSuccess`, `placeCardFailure`). In case of failure, current player will be prompted to a new choice, until `placeCardSuccess` is received.

Draw Card



When a player has decided which card he wants to draw, the client communicates to the server the deck (Resource or Gold) and the deck index (0,1, or 2). After the drawing, the server provides to the player his updated hand. The client communicates the end of the turn to the server, which will asynchronously forward the updated game state to all the players.