Sequence diagrams

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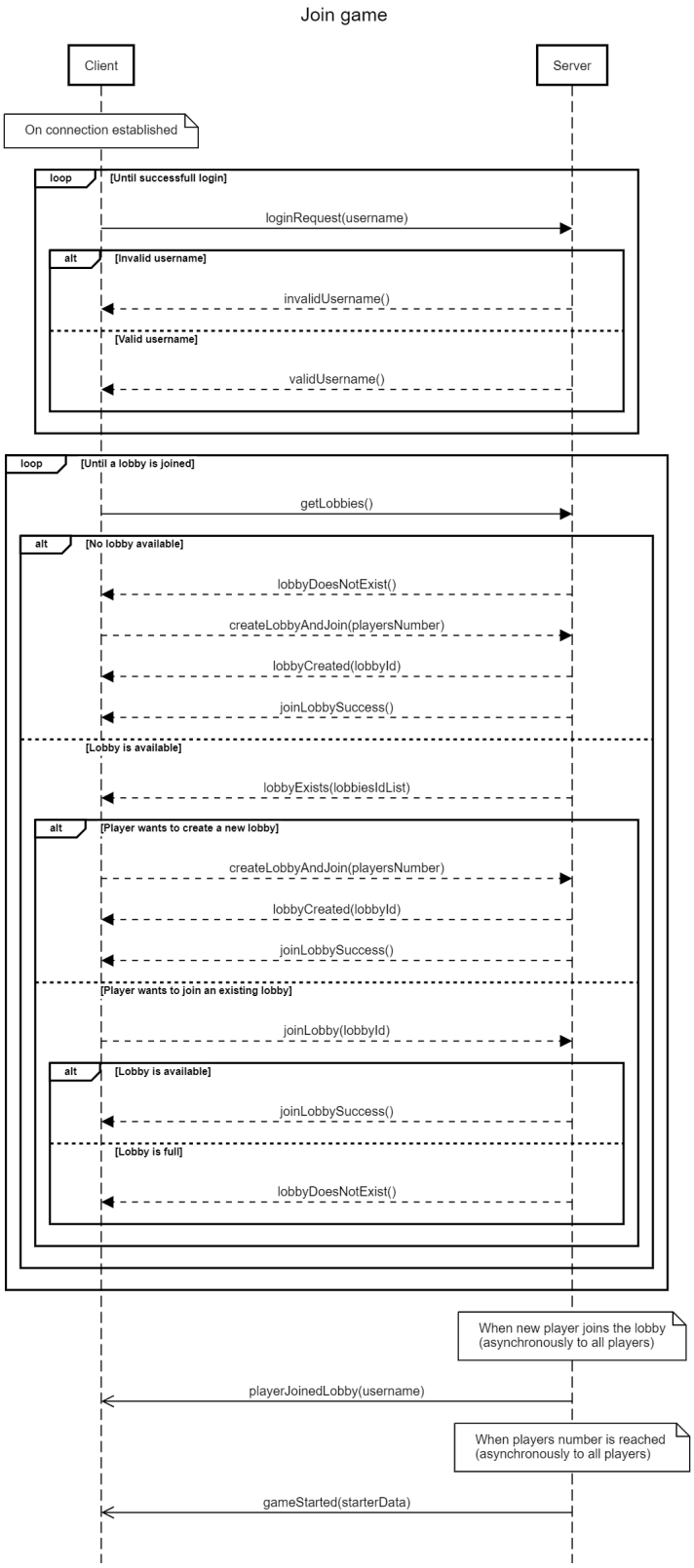
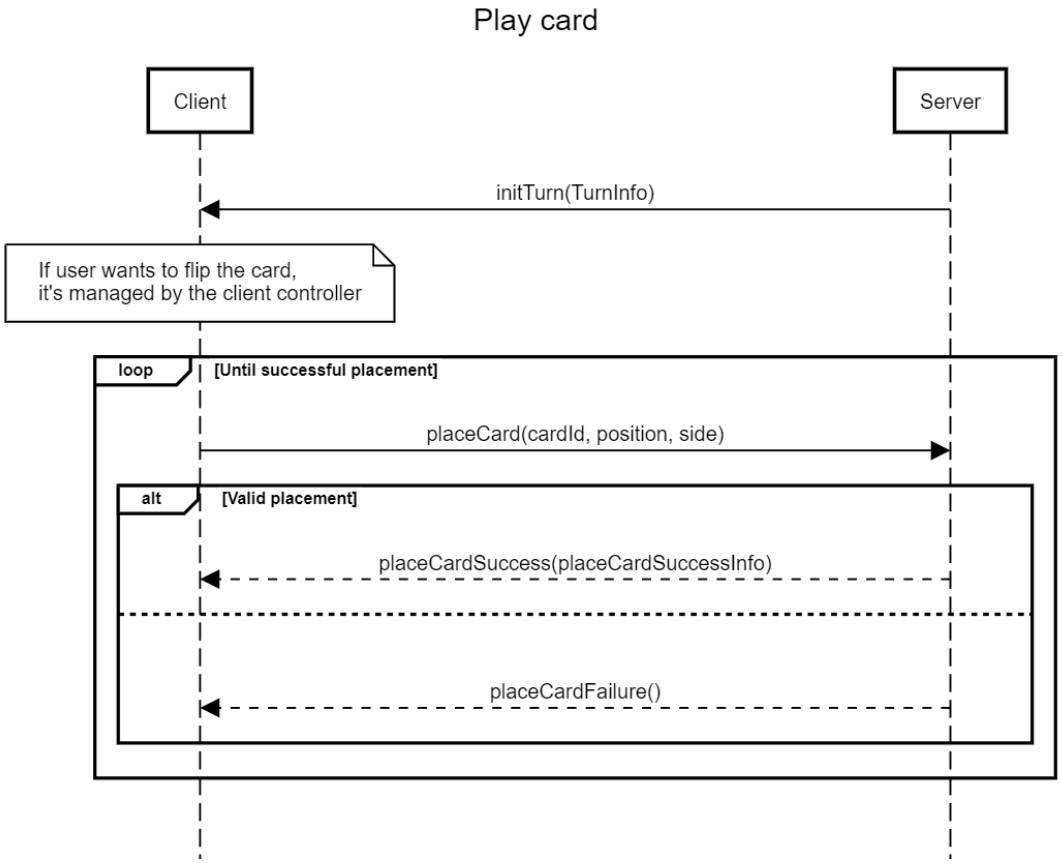
Join Game



When the connection between client and server is established, the client requests the server to join until the username is valid. Once logged, the user receives the available lobbies list; if there are no lobbies available he is prompted to create a new lobby, specifying the preferred players number, otherwise he can select which lobby he wants to join. When a lobby reaches the correct number of players, the server

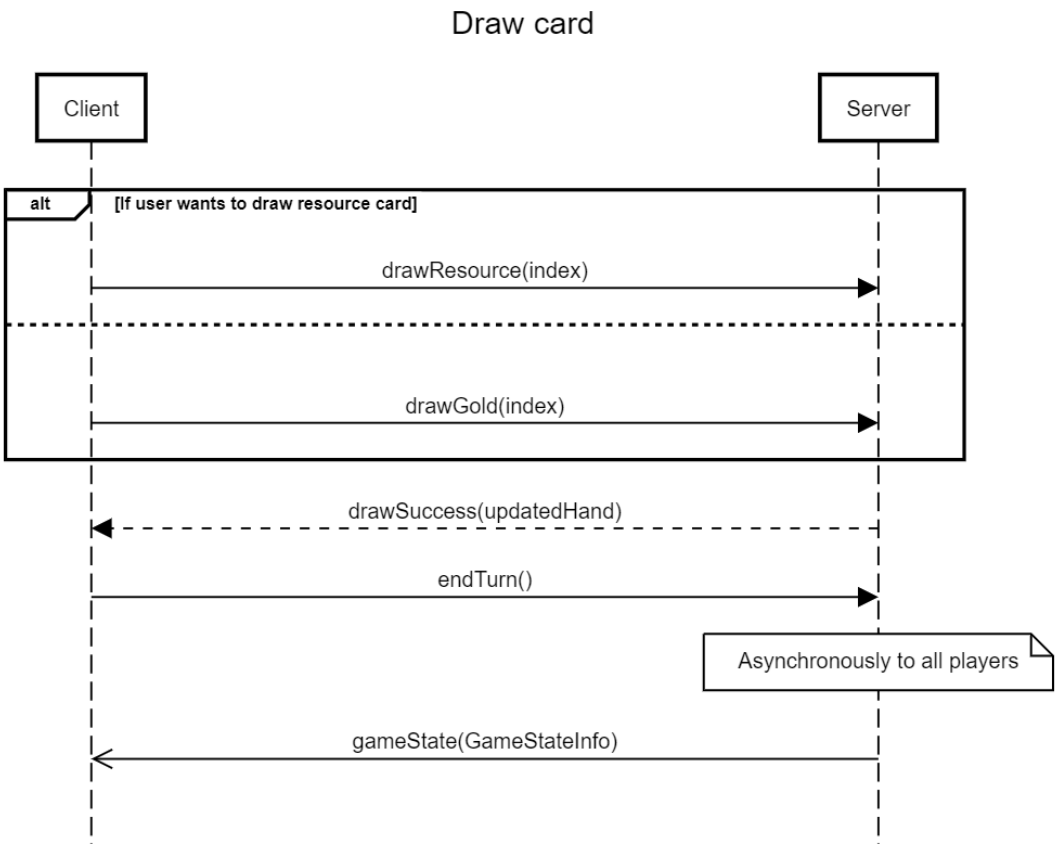
notifies all the clients that the game has started.

Play Card



The server notifies current player's client the start of the turn, providing useful information to the player (TurnInfo). Once the player has decided which card he wants to play, its position and the side, 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 clients 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.