

Phase	Client -> Server
change_communication_m	change_communication_mode
login	login<"username"><"password">
quit	quit
lobby	lobby<last_access><"time">
game	game<start><choose_pattern_card><"pattern_id"> game<move><set_dice_window><"draftpool_index"><"row"><"column"> game<move><remove_dice_window><"row"><"column"> game<move><roll_draftpool> game<move><use_toolcard><"toolcard_id"> game<move><toolcard><insert_dice_in_dicebag><"draftpool_index"> game<move><toolcard><extract_dice_from_dicebag> game<move><toolcard><swap_dice_draftpool_roundtrack><"draftpool_index"><"roundtrack_index"><"dice_index_round"> game<move><toolcard><increase_dice><"draftpool_index"> game<move><toolcard><decrease_dice><"draftpool_index"> game<move><toolcard><roll_dice><"draftpool_index"> game<move><toolcard><two_moves_in_a_row> game<move><toolcard><opposite_face_dice><"draftpool_index"> game<end_turn>

Phase	Server -> Client
change_communication_m	communication<socket> communication<rmi>
login	login<invalid_command> login<insert_credentials> login<success> login<failed>

Phase	Server -> Client
lobby	lobby<invalid_command> lobby<last_access><welcome_back> lobby<last_access><invalid_time> lobby<last_access><insert_last_access> lobby<timer><timer_started> lobby<timer><timer_restarted> lobby<list_of_players><"username">...<"username"> lobby<player_joined><"username"> lobby<player_left><"username"> lobby<start_game>
game	game<invalid_command> game<start><private_objective><"private_objective_json"> game<start><public_objectives><"public_objectives_json"> game<start><choose_pattern_card><"pattern_list_json"> game<start><other_player_pattern><"other_player_pattern_json"> game<start><tool_cards><"tool_cards_json"> game<round_track><"roundtrack_json"> game<draft_pool><"dice_list_json"> game<player_tokens_matrix><"player_tokens_window_json"> game<player_disconnection><"username"> game<player_reconnection><"username"> game<player_turn><"username"> game<invalid_move> game<move><selected_dice_draftpool><"draftpool_index"> game<move><selected_toolcard><"toolcard_id"> game<move><selected_dice_roundtrack><"draftpool_index"> game<move><selected_dice_window><"row"><"column"> game<end_turn><"username"> game<endgame><winner><"username"> game<endgame><scores><"usernames_and_scores_json">

Legenda Json:

```
private_objective_json: { "name": " ", "description": " ", "color": " " }
public_objectives_json: { "name": " ", "description": " ", "points": " " }
pattern_list_json: [ { "name": " ", "difficulty": " ", "patternCard": [ " ", ... , " " ] }, ... , { ... } ]
other_player_pattern_json: [ { "name": " ", "difficulty": " ", "patternCard": [ " ", ... , " " ] }, ... , { ... } ]
tool_cards_json: [ { "name": " ", "description": " " }, ... , { ... } ]
roundtrack_json: { "roundTrack": [ [ { "color": " ", "face": " " }, ... ] , ... , [ ... ] ] }
dice_list_json: { "draftPool": [ { "color": " ", "face": " " }, ... , { ... } ] }
player_tokens_window_json: { "numOfTokens": " ", "window" : [ { "color": " ", "face": " " }, ... , { ... } ] }
usernames_and_scores_json: { "players_scores": [ { "username": " ", "score": " " }, ... , { ... } ] }
```