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

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

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

```
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": " " }, ... , { ... }] }
```