UML Sequence Diagram
RMI Protocol

Client

Server

AppClient

Server

lookup()

getInstance()

AppServer

AppServer - instance

connect()

new

ServerImpl

new

ServerExecutor

ServerExecutor - instance

new

ClientImpl

register(this)

run()

getGamesList()

updateGamesList(List<GamesDetailedView>)

alt

[create new game]

create(numberOfPlayers, numberOfCommonGoalCard, username)

[join existing game]

addPlayerToGame(GameID, username)

loop

[for each player
that joins the game]

updatePlayerList(List<String>)

gameHasStarted()

loop

[for each turn]

modelChanged(gameView)

performTurn(Column, Points)

gameFinished()