1   Message Sequence Charts

1.1   Connect

The following MSC describes the connecting of a client with a server.

1.2   SendReceiveServer

The following MSC describes the sending of data from a client to a server, where the server then processes the data and sends a reply.

1.3   SendReceivePeers

The following MSC describes the sending of data from one client to another client.

1.4   GetHighScoreData

The following MSC describes the retrieval of retrieving the high score data which is stored on the server.

1.5   Create match

The following MSC describes the creation of a match.
The creation of the match follows several steps:

1. Connecting to the server (2-5).

2. Loading the lobby list (6-7).

3. Lobby creation (8-10).

4. Having enough players that are ready (11-12).

5. Starting the game (13).

1.6   Join match

The following MSC describes the creation of a match.
The joining of the match follows several steps:

1. Connecting to the server (2-5).

2. Loading the lobby list (6-7).

3. Joining a lobby (8-10).

4. Having enough players that are ready (11-12).

5. Starting the game (13).

1.7   Edit options

The following MSC describes the editing of the options relating to the game.
The editing of the options has two steps:

1. Getting the options (1-3).

2. While the play did not press close, the play can edit any amount of options (which are instantly saved when edited).

1.8   Check how to play

The following MSC describes the checking of the how to play of the game.

1.9   Check highscores

The following MSC describes the checking of the highscores of the game.
The checking of the highscores has two steps:

1. Getting the highscore data (ref GetHighScoreData, section TODO.4)

2. Display the highscore data.

1.10   Quit game

The following MSC describes the quiting of the game.

1.11   Move

The following MSC describes the move action in the game.
Movement in the game is described in two steps:

1. Notifying other peers in the game of the move (1-3).

2. All peers update their respective players (4-5).

1.12   Pick up flag

The following MSC describes the pick up flag action in the game.
The picking up of a flag can be divided in two steps:

1. Picking up the flag, and notifying other peers of it (1-3)

2. Showing the fact that the player has picked up flag to all other players (4).

1.13   Activate block

The following MSC describes the activate block action in the game.
The activation of a block can be divided in two steps:

1. Colliding with the block (1)

2. Stating the fact that there has been a collision with a block to other peers (2-3).

3. Updating the effect of the player activating the block on all peers (4).

1.14   Fire weapon

The following MSC describes firing in the game.
The firing divided in two steps:

1. The player firing (1)

2. Notifying all other peers of the fact that player fired (2-3).

3. Update player health in response to the firing (4-5).

1.15   Deliver flag

The following MSC describes delivering a flag in the game.
Delivering a flag can be divided in several steps:

1. The player moves (ref Move, section TODO.11).

2. The player is in the drop zone (1).

3. Notify all other peers that the player moved into the drop zone (2-3).

4. Open the doors of the base in which drop zone the player is (4-5).

5. The flag is delivered (6).

6. Notifying all the other peers of the player delivering a flag (7-8).

7. Either the flag is delivered and points are given to the player (9-10) or the base is claimed, and a point given to the player (11-12).