Initialisation

```
GameControllerClient          GameControllerServer

        1 : Ping
        ──────────────────────────▶

        2 : Pong
        ◀──────────────────────────

        3 : Ok waiting for users
        ◀──────────────────────────

        4 : Login Username
        ──────────────────────────▶

        5 : Login Character
        ──────────────────────────▶
                                          «create»
                                            7 :
                                          ┈┈┈┈┈┈▶   Lobby
        6 : Player added
        ◀──────────────────────────

        8 : Login 2 Username
        ──────────────────────────▶

        9 : Login 2 Charachter
        ──────────────────────────▶

                                   11 : Add Player 2
                                   ◀────────────────────────
        10 : Player 2 added
        ◀──────────────────────────

        13 : Player ready          12 : ready
        ──────────────────────────▶ ────────────────────────▶

        14 : Player2 ready         15 : ready
        ──────────────────────────▶ ────────────────────────▶

        16 : Player n ready        17 : ready
        ──────────────────────────▶ ────────────────────────▶

                                   18 : All players ready
                                   ◀────────────────────────

                                   19 : STARTGAME

        20 : Game is on
        ◀──────────────────────────
```
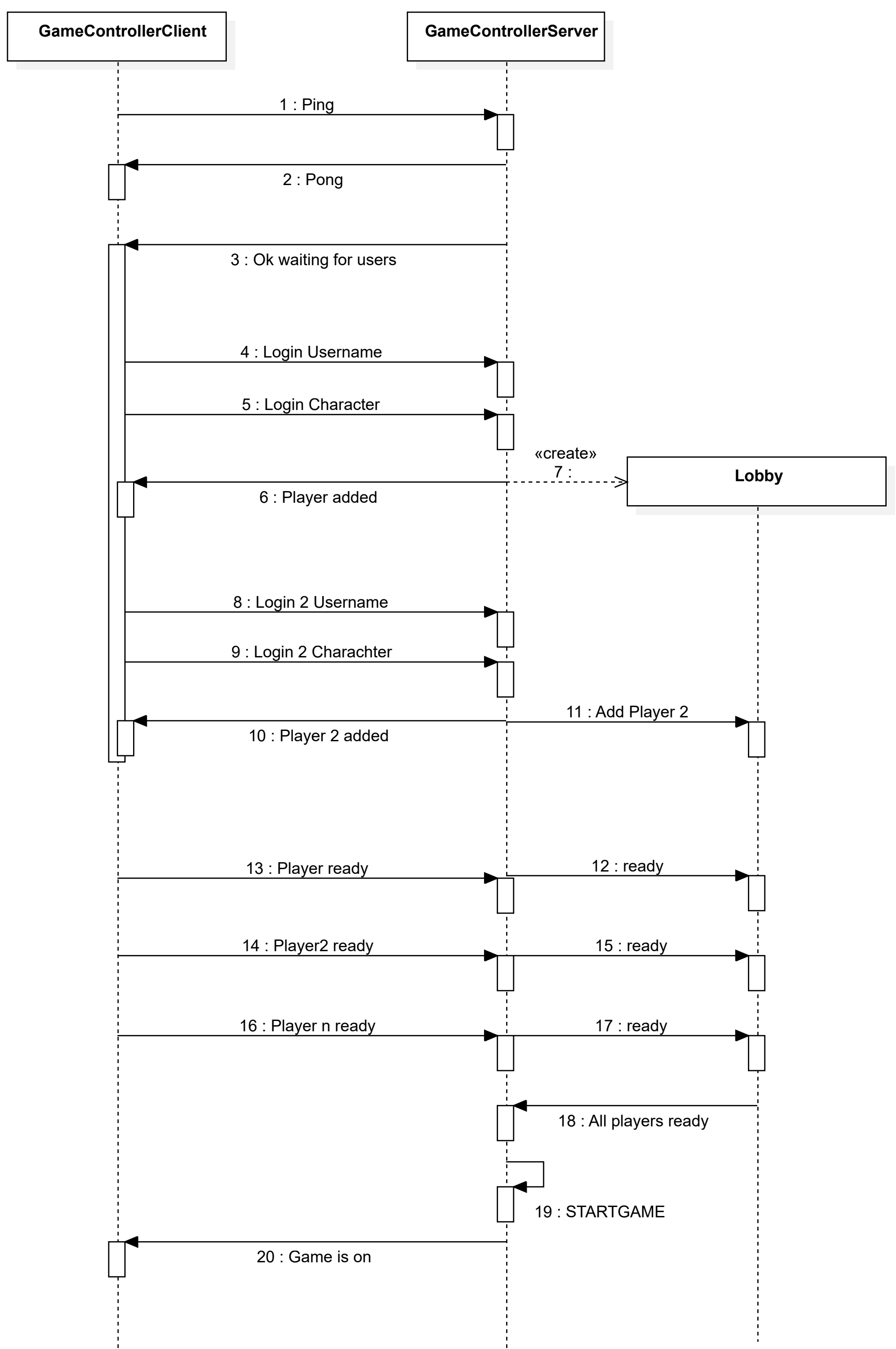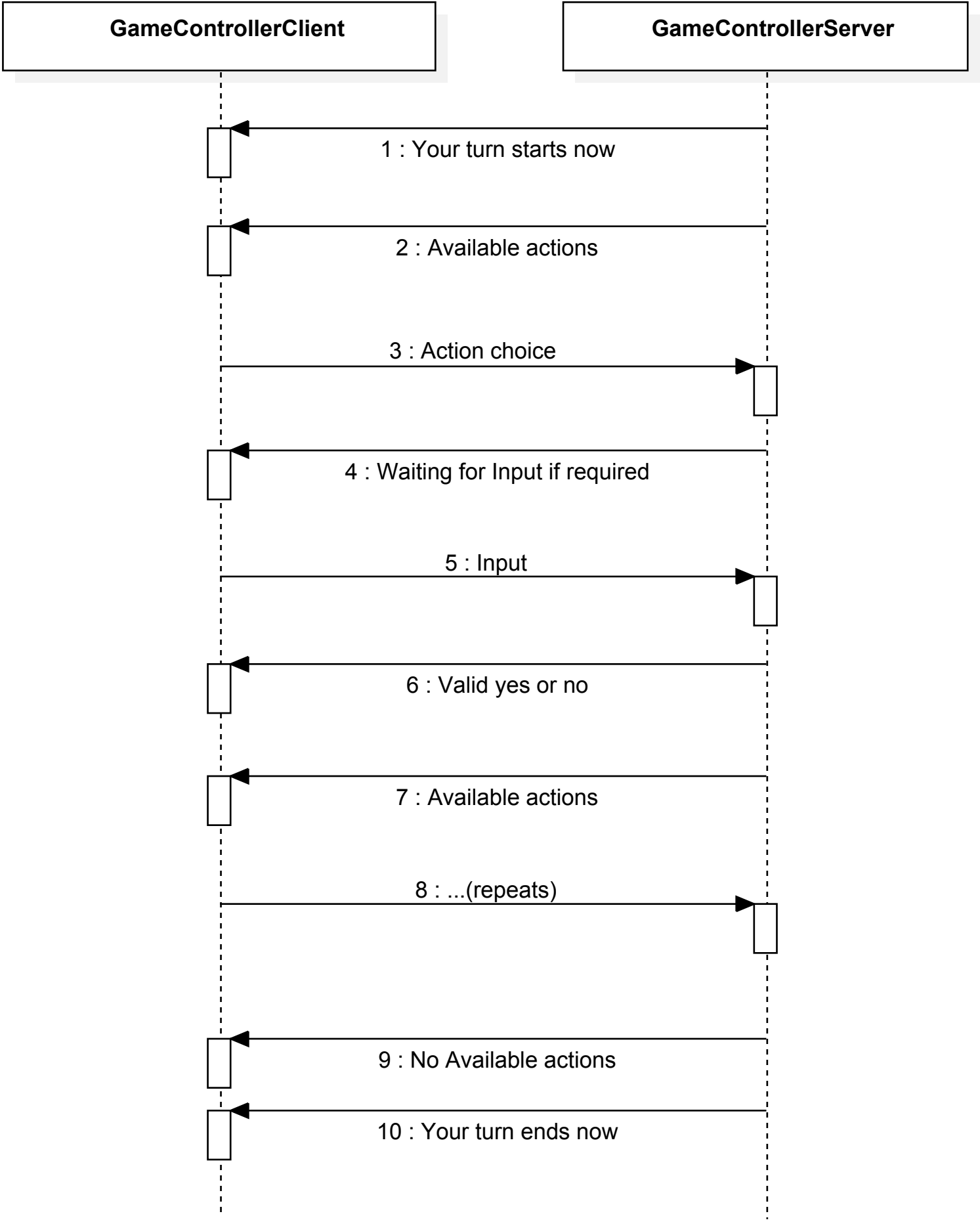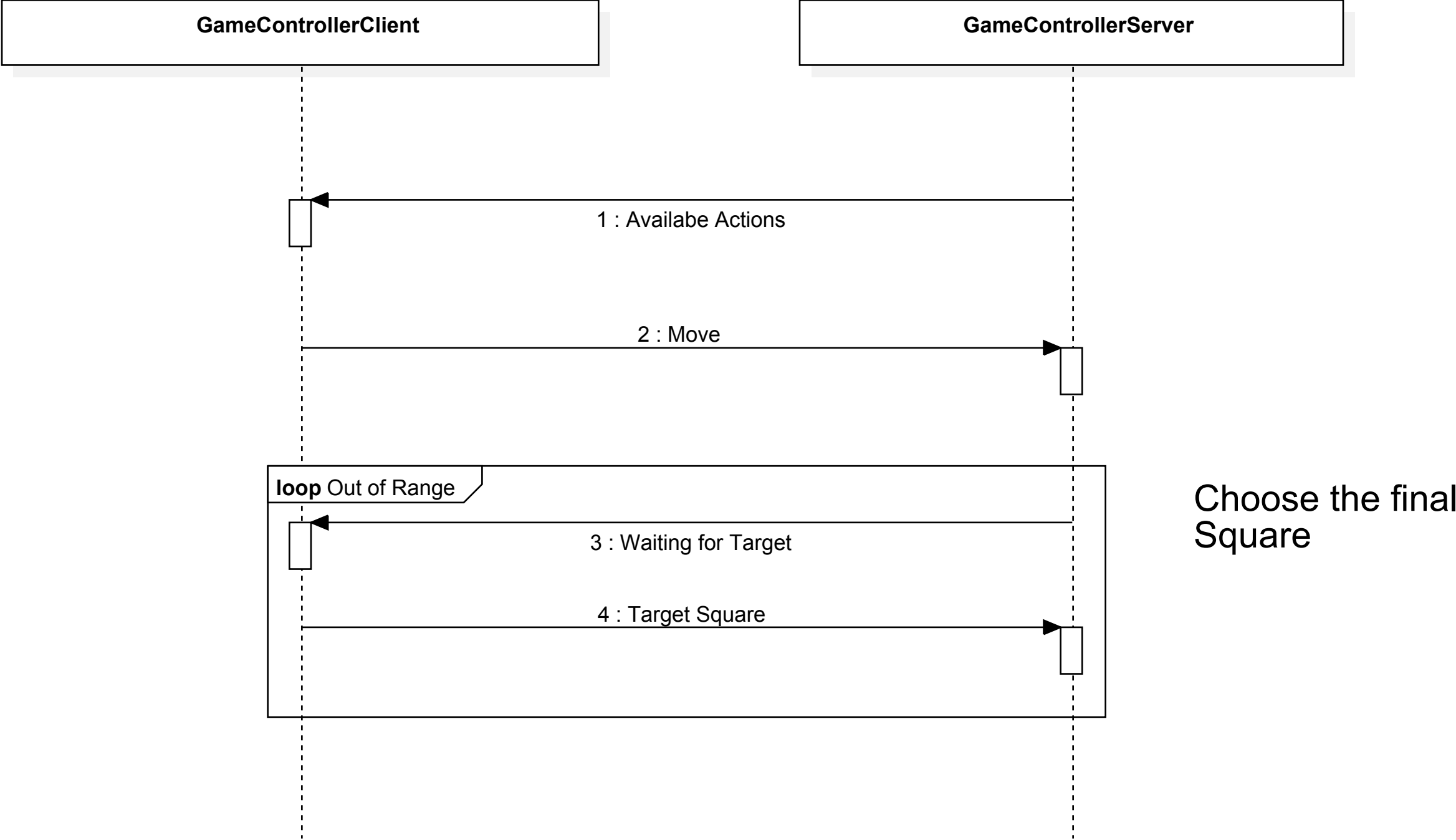
Setting up of Players through a lobby's method thanks to messages between the Client
and Server that share username and character.
Once the players list has finished, the game starts.

Turn

GameControllerClient		GameControllerServer

1 : Your turn starts now

2 : Available actions

3 : Action choice

4 : Waiting for Input if required

5 : Input

6 : Valid yes or no

7 : Available actions

8 : ...(repeats)
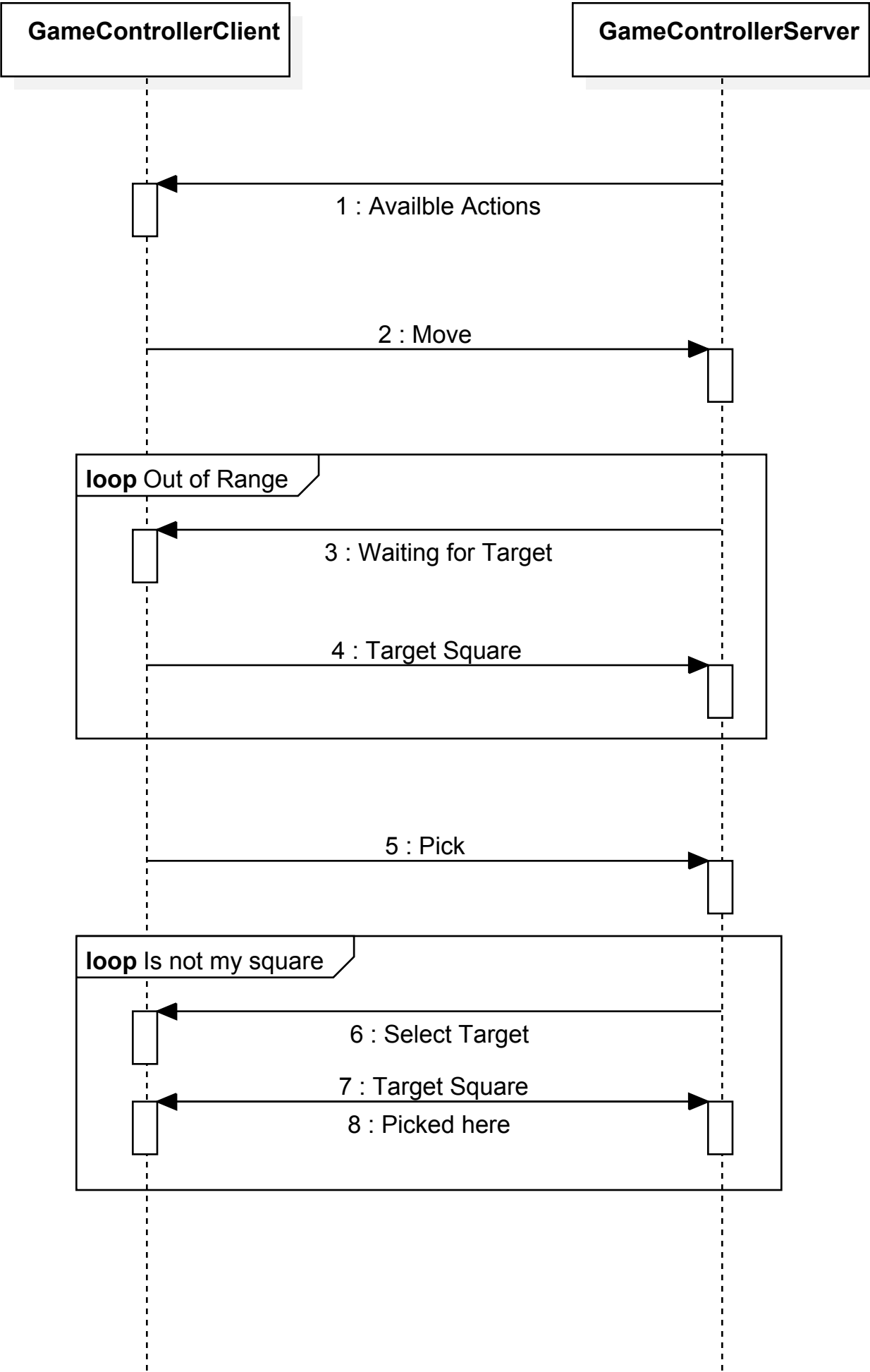
9 : No Available actions

10 : Your turn ends now

The Server tells the Client that its turn has started and gives it an actions list. The Player chooses an action and notify it to the Server that tells it if it's possible or not. These messages are repeated for all actions; the turn is finished when the number of actions ended.
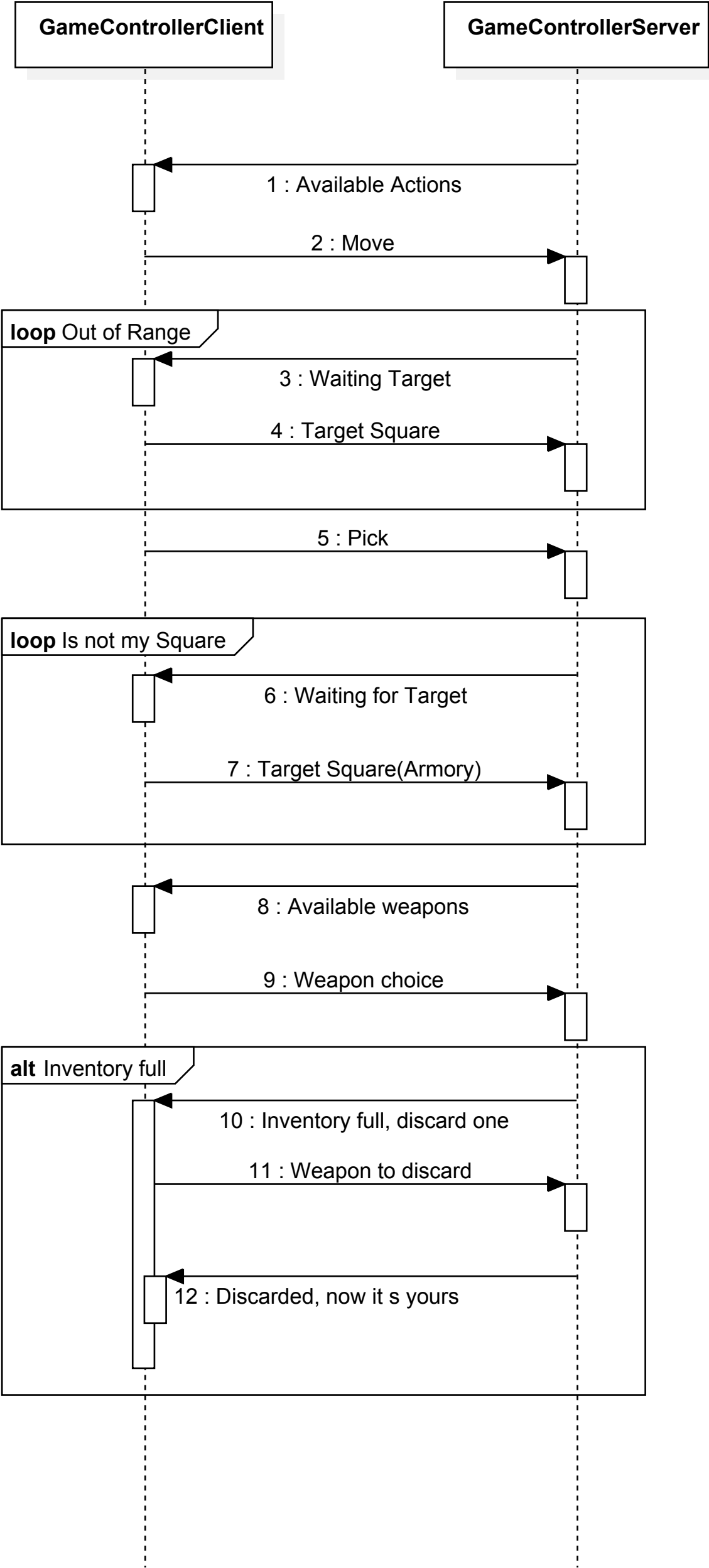
Move

GameControllerClient

GameControllerServer

1 : Availabe Actions

2 : Move

loop Out of Range

3 : Waiting for Target

4 : Target Square

Choose the final Square

Messages Client-Server to move the current Player.

Pick

```
        GameControllerClient                    GameControllerServer
```

1 : Availble Actions

2 : Move

loop Out of Range

3 : Waiting for Target

4 : Target Square

5 : Pick

loop Is not my square

6 : Select Target

7 : Target Square

8 : Picked here

Messages Client-Server to pick a care package in current player's square.

Pick Weapon

GameControllerClient	GameControllerServer

1 : Available Actions

2 : Move

loop Out of Range

3 : Waiting Target

4 : Target Square

5 : Pick

loop Is not my Square

6 : Waiting for Target

7 : Target Square(Armory)

8 : Available weapons

9 : Weapon choice

alt Inventory full

10 : Inventory full, discard one

11 : Weapon to discard

12 : Discarded, now it s yours

Messages Client-Server to pick a weapon in current player's square.

Shoot

GameControllerClient	GameControllerServer

1 : Availabe Actions

alt Adrenaline

2 : Move

loop Out of Range

3 : Out of Range Waiting for Target

4 : Target Square

Choose the final Square

5 : Moved, available actions

6 : Shoot

7 : Available Weapons

Select a weapon from weapon list

8 : Weapon Choice

9 : Available effects

Select an effect of the selected weapon

10 : Effect choice

11 : Available Target

Select a Player from the list of availble players

12 : Target

13 : Target hit

Messages Client-Server to move the current Player and set all needed parameters to shoot another Player.

End Game

GameControllerClient

GameControllerServer

1 : Target to Shoot

2 : Target hit, no available actions

3 : Killshot Track full

alt Frenzy

4 : Start Frenzy

5 : ... frenzy

6 : Frenzy ended

7 : Score count

8 : Leaderboard

9 : Start new game?

10 : Response

11 : Disconnection, farewell || Start New Game
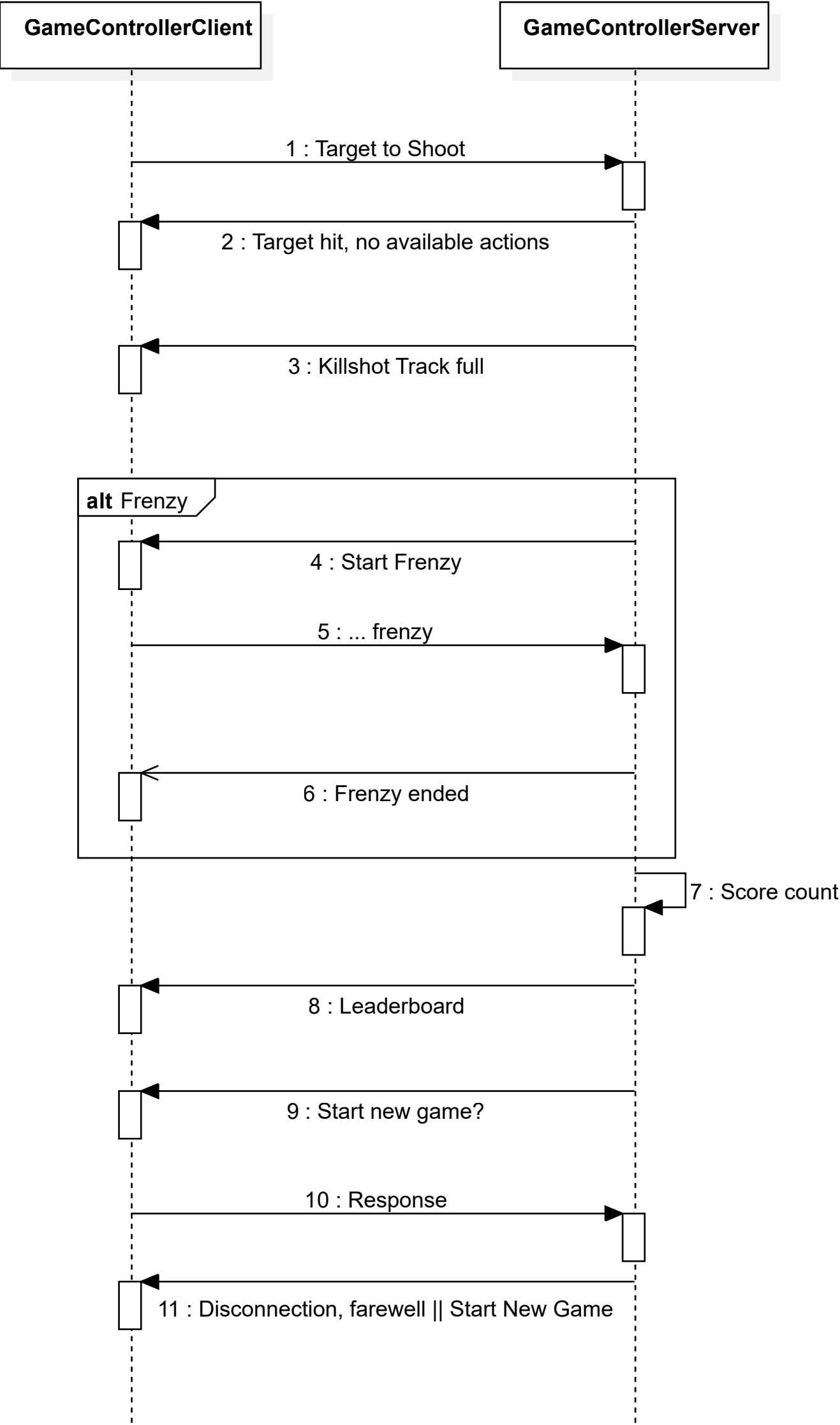
Setting the end of the Game:
- begin the frenzy mode (if selected when the game starts)
- Score counting
- End the game or start a new one.