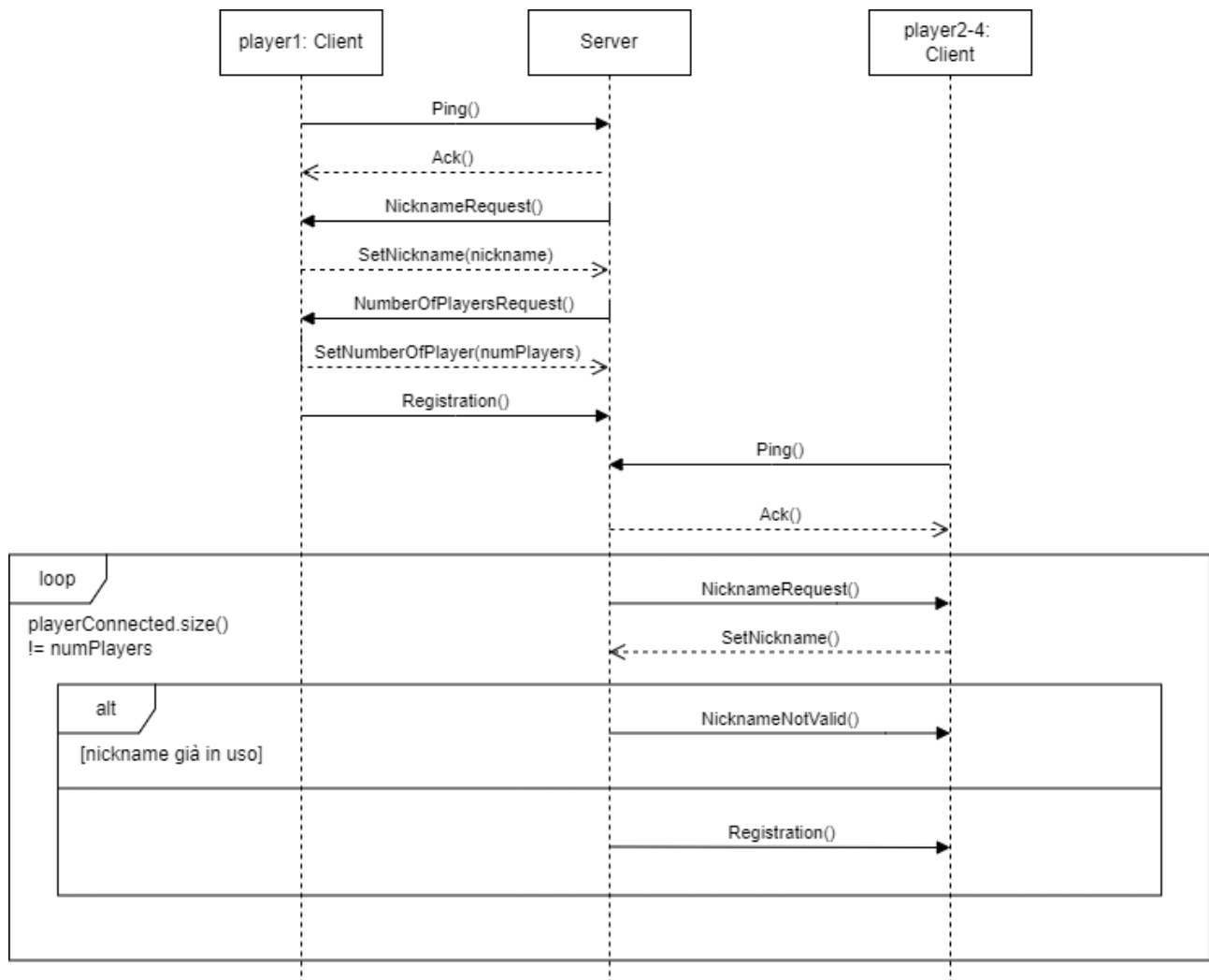
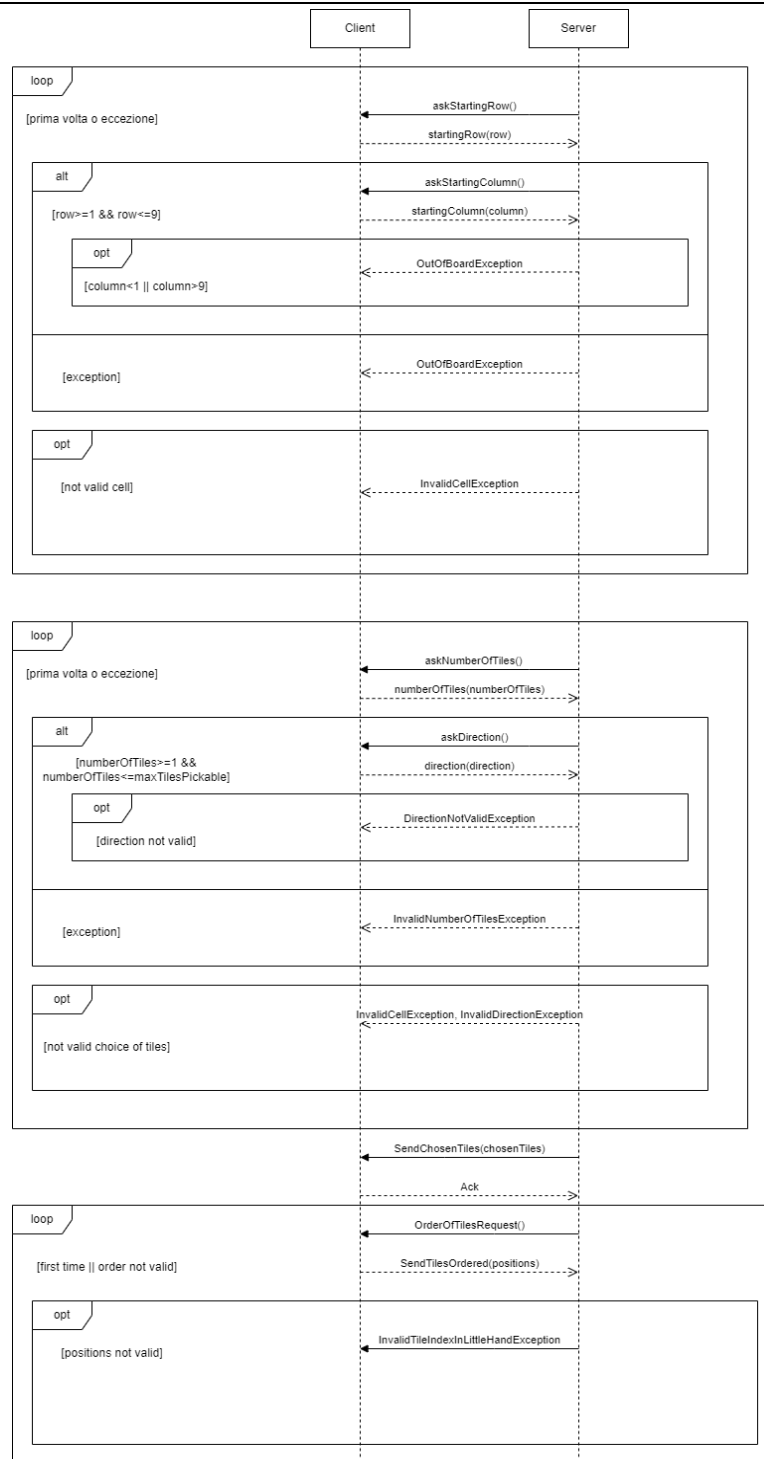


1. GESTIONE ACCESSO GIOCATORE



The 1st player connected decides the amount of player, then he/she waits for other players to connect. For each player connected he/she joins the "lobby" until the game is full. Then the game can start.

2. SELEZIONE E INSERIMENTO NELLA LIBRERIA



The player has to choose the starting cell by entering its coordinates. If the coordinates are not between 1 and 9, the Server throws an `OutOfBoardException`, if the starting cell is not valid or blank or has not a free side, the Server throws an `InvalidCellException`. If the choice is not valid, the player must re-enter the coordinates.

Now, the player has to choose a direction (north, south, east, west) and a number of tiles that he/she wants to pick. If the number of tiles is not between 1 and the maximum number of tiles pickable (calculated before), the Server throws an `InvalidNumberOfTilesException`. If the direction is not 's', 'n', 'e' or 'w', the Server throws an `InvalidDirectionException`. If the other cells chosen are not valid, blank or have not a free side the Server throws an `InvalidCellException`. If the other cells are outside of the board the Server throws an `InvalidDirectionException`.

The Server sends the chosen tiles to the player and asks the player to choose the order of insertion in the library of the tiles. The tiles are numbered and the player must insert the index the tile in the desired order, if the numbers are not between 1 and the number of tiles chosen or a number is written two or more times, the Server throws an `InvalidTileIndexInLittleHandException`.

3. GESTIONE COMPLETAMENTO OBIETTIVO COMUNE



The player, after picking the tiles from the board and after reordering them, has to choose the column of the shelf where insert them, the server notify the player if the chosen column doesn't have enough space to host the number of tiles picked.

After the insert function, the Server checks if the player has reached some Goal (Personal and Common) and in case notify him and the other players, and update the earnablePoint of the goals reached.