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|--------------------------|------------------------------|-----------------------|
| ✓ Server > Start Game | Client (init Game) | |
| ✓ Client > Game Started | Server (next Round) | |
| ✓ Server > Start Round | Client (roll/Die, Game Play) | } 10 |
| ✓ Client > Round Started | | |
| Server > Start Turn | Client (next Turn) | } 8 |
| Client > Turn Ended | Server (turn End) | |
| Server > Show Results | | } Server (calc Score) |

Restructure server: Game/Round/Turn can't be Instance based