

Referee Site

Client
- General Repository

Server
- Coach
- Referee

Operations
RS.1 - informStateChange
RS.2 - shutdown

Contestants Bench

Client
- General Repository

Server
- Contestant
- Coach

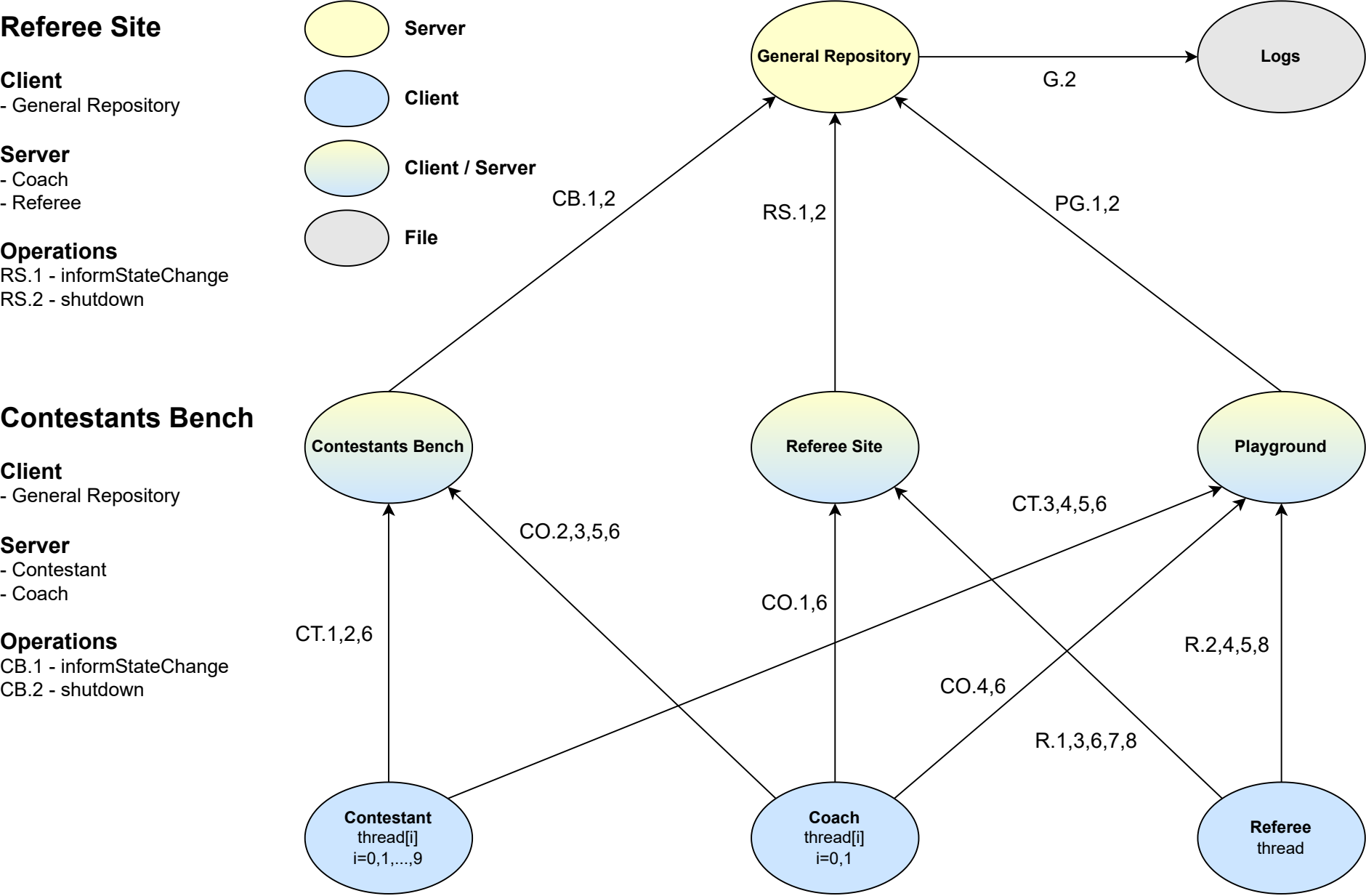
Operations
CB.1 - informStateChange
CB.2 - shutdown

Contestant

Client
- Contestants Bench
- Playground

Operations
CT.1 - seatDown
 seatedDown#signal (last from team)
 teamAssembled#await
CT.2 - followCoachAdvice
CT.3 - getReady
 trialReady#signal (last from team)
 trialStarted#await
CT.4 - pullTheRope
CT.5 - amDone
 trialEnded#signal (last)
 trialDecided#await
CT.6 - shutdown

General Repository



General Repository

Server
- Contestants Bench
- Referee Site
- Playground

Operations
G.1 - logStateChange

Playground

Client
- General Repository

Server
- Contestant
- Coach
- Referee

Operations
PG.1 - informStateChange
PG.2 - shutdown

Coach

Client
- Contestants Bench
- Referee Site
- Playground

Operations
CO.1 - reviewNotes
 coachesWaited#signal (last)
 refereeCommand#await
CO.2 - getTeamStrengths
 seatedDown#await
CO.3 - callContestants
 seatedDown#await
 teamAssembled#signalAll
CO.4 - informReferee
 trialReady#await
 refereeInformed#signal (last)
 trialDecided#await
CO.5 - setTeamIsMatchEnd
CO.6 - shutdown

Referee

Client
- Referee Site
- Playground

Operations
R.1 - announceNewGame
R.2 - setRopePosition
R.3 - callTrial
 coachesWaited#await
 refereeCommand#signalAll (continue)
R.4 - startTrial
 refereeInformed#await
 trialStarted#signalAll
R.5 - assertTrialDecision
 trialEnded#await
 trialDecided#signalAll
R.6 - declareGameWinner
R.7 - declareMatchWinner
 coachesWaited#await
 refereeCommand#signalAll (stop)
R.8 - shutdown