Sequence Diagram for network

Sommario

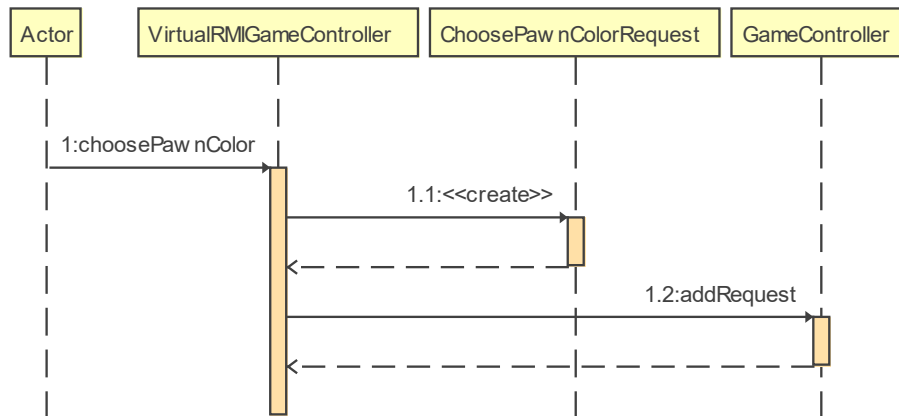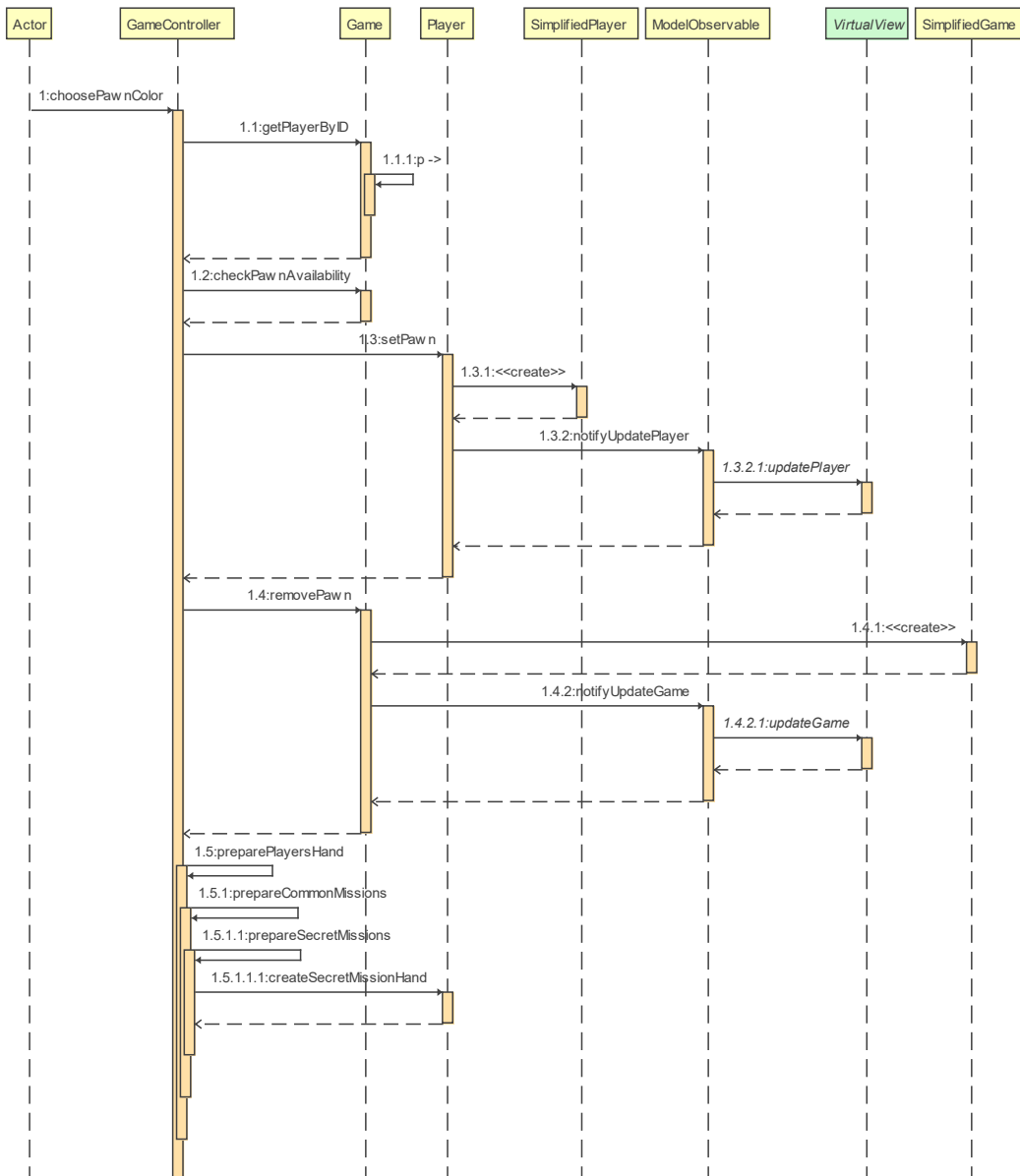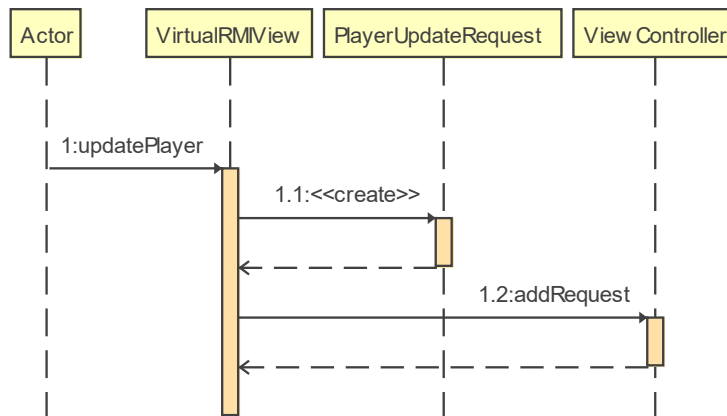# Requests from client and response from server

Generic Game request from client

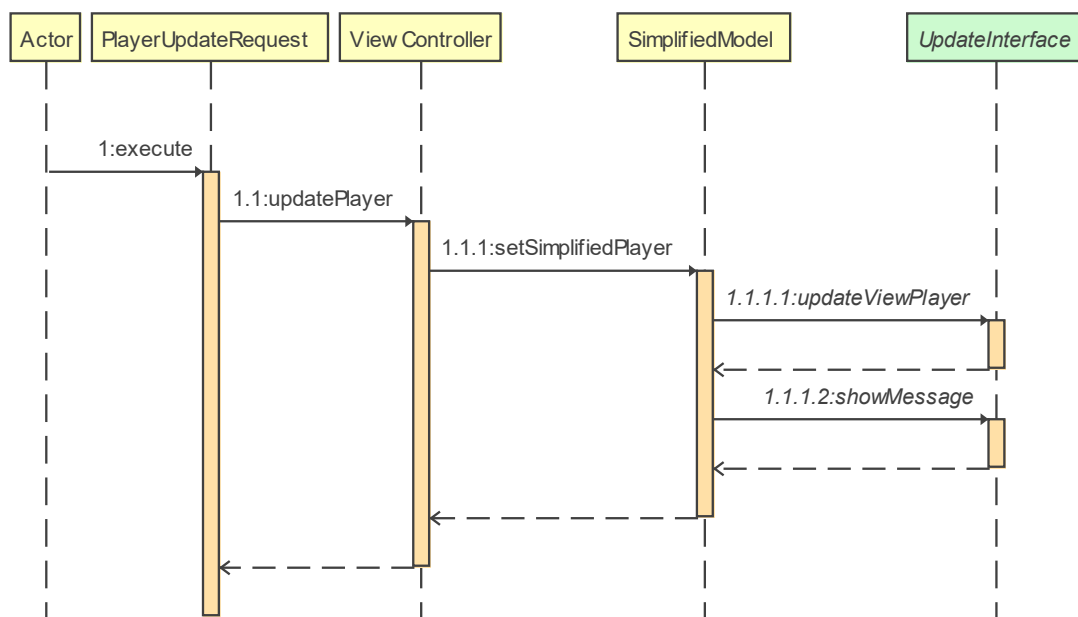1) The client makes a new request. The request is added in a priority queue in the Game Controller.

2) The game controller handles the request and notifies the player. A backup action is performed every time the game status changes.
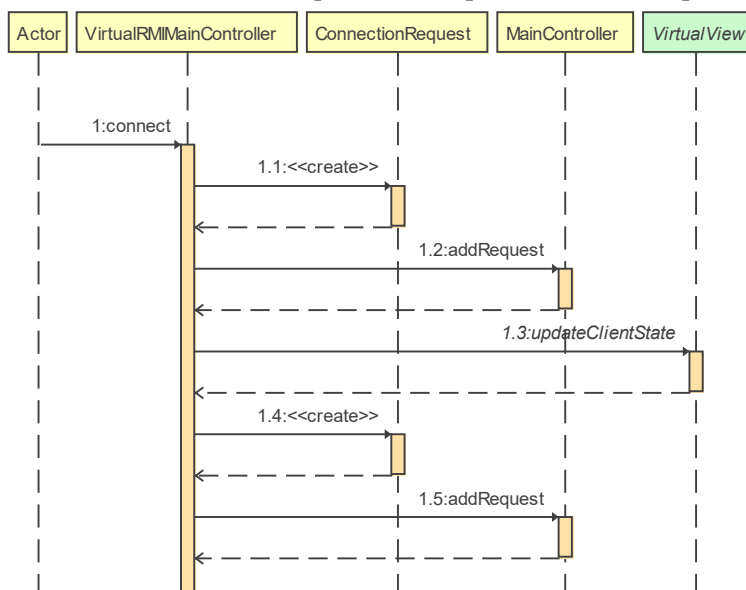
3) A request to update the client is created.
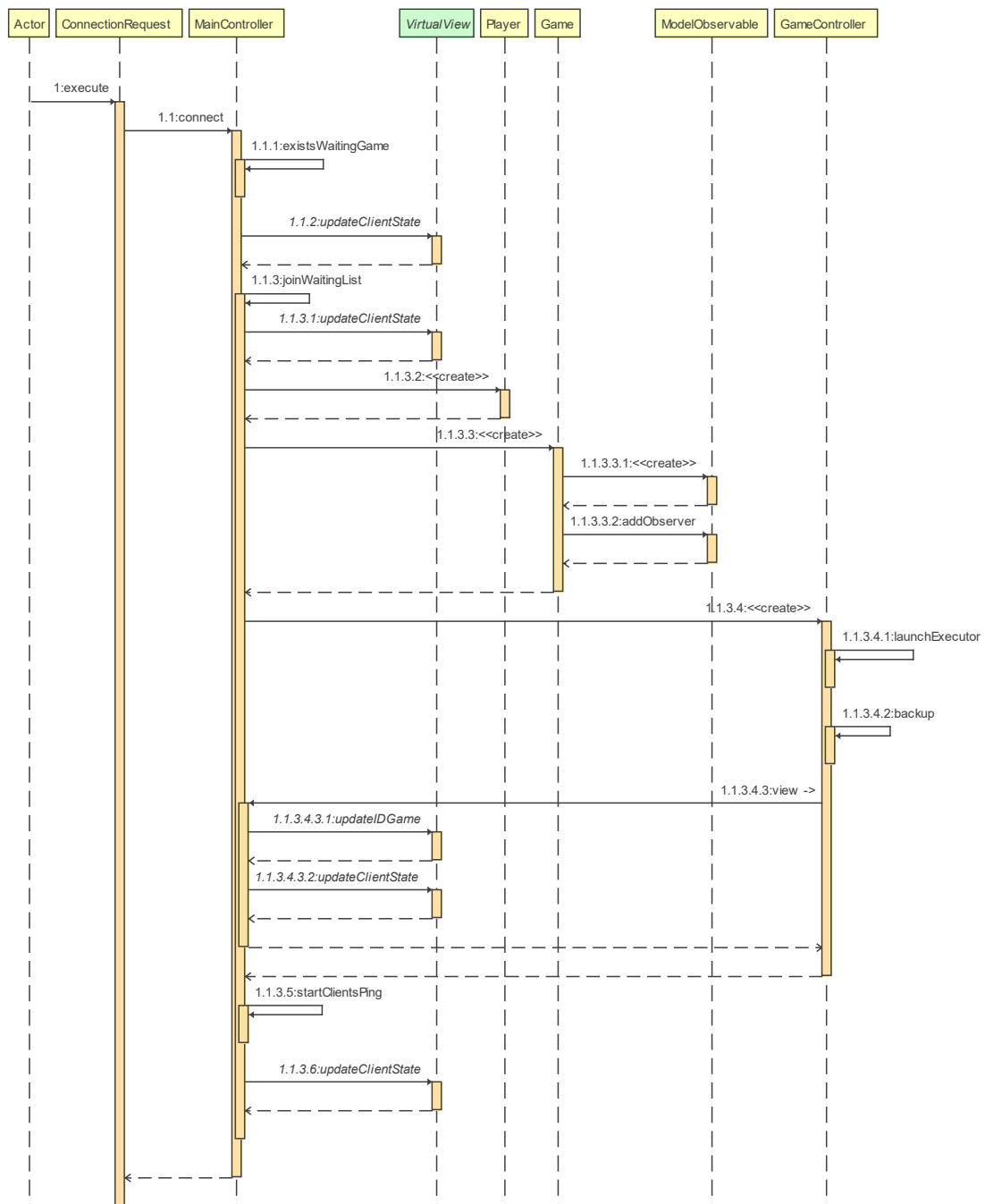

4) The mini model is updated.

Generic Main request from client

1) The client makes a new request. The request is added in a priority queue in the Main Controller.

2) The Main Controller manages the request.

3) The client is updated