# WSPro Core Chain of Events

1. Creation of an IGame
   1. Add Players
   2. Set the Game Format
   3. Set the Game Configuration
   4. Start Game
      1. Create a Command Handler
      2. Create an Event Handler(Manager)
      3. Check GameFormat Rules (**throw** GameStartException)
         1. Check number of players
         2. Check the player’s decks against the Format’s Deck Restrictions
         3. Obtain game format start command (i.e. getStartPhase)
      4. Check Game Config (**throw** GameStartException)
      5. Create a GameContext
         1. Pass in all of the required handlers and references to communicators (cOnfig, format, GamePlayers/communicators)
      6. **Issue the start command from the game format**
      7. Return the GameContext
2. Creation of a GameContext
   1. Receive required information bundles (Format, config, GamePlayers/communicators, handlers )
   2. Setup game format [standard Weiss]
      1. Setup each player (gamePlayer)
         1. Setup each Player’s Play area
            1. Setup their decks in the deck area

Shuffle the decks

* 1. Setup game configuration
     1. Set max time for a play timing (or specific play timings)