# WSPro Player interaction Example: Play Card (\* Non exhaustive of events or commands that would occur)

Assumption: Main Phase, Playtiming has occurred

1. Player selects a 0/0 Blue Card, and wants to put in the middle center stage.
   1. Play Command
      1. PLAY [card UUID] [CENTER\_STAGE\_MIDDLE]
   2. Server receives command
      1. Command-Message interpreter looks up PLAY command
         1. Server checks for correct number of arguments
         2. Server does other access control checks (can this player do this right now?)
      2. Server Executes PlayCard Command
         1. Check if card is in Players hand
         2. (other checks tm)
         3. Issue command: MOVE UUID [HAND\_ZONE] [CENTER\_STAGE\_MIDDLE]
            1. Command checks that UUID is in the HAND\_ZONE
            2. Issue Command: REMOVE UUID HAND\_ZONE

Command executes Normally

* + - * 1. Issue Command : ADD UUID CENTER\_STAGE\_MIDDLE

Command Executes Normally

* + - * 1. Issue Event: CARD\_MOVED
      1. Issue Event: ON\_PLAY\_FROM\_HAND (card UUID)
         1. Issue Event ON\_PLAY (UUID, HAND\_ZONE)
  1. Server info Event Listener: CARD\_MOVED is updated
     1. Server notifies all communicators (players and spectators about event)
        1. INFO | EVENT | CARD\_MOVED | UUID | HAND\_ZONE | CENTER\_STAGE\_MIDDLE
  2. Server Info Event On-Play-Listener is updated
     1. Server notifies all communicators (players and spectators) about event
        1. INFO | EVENT | ON\_PLAY | UUID | HAND\_ZONE