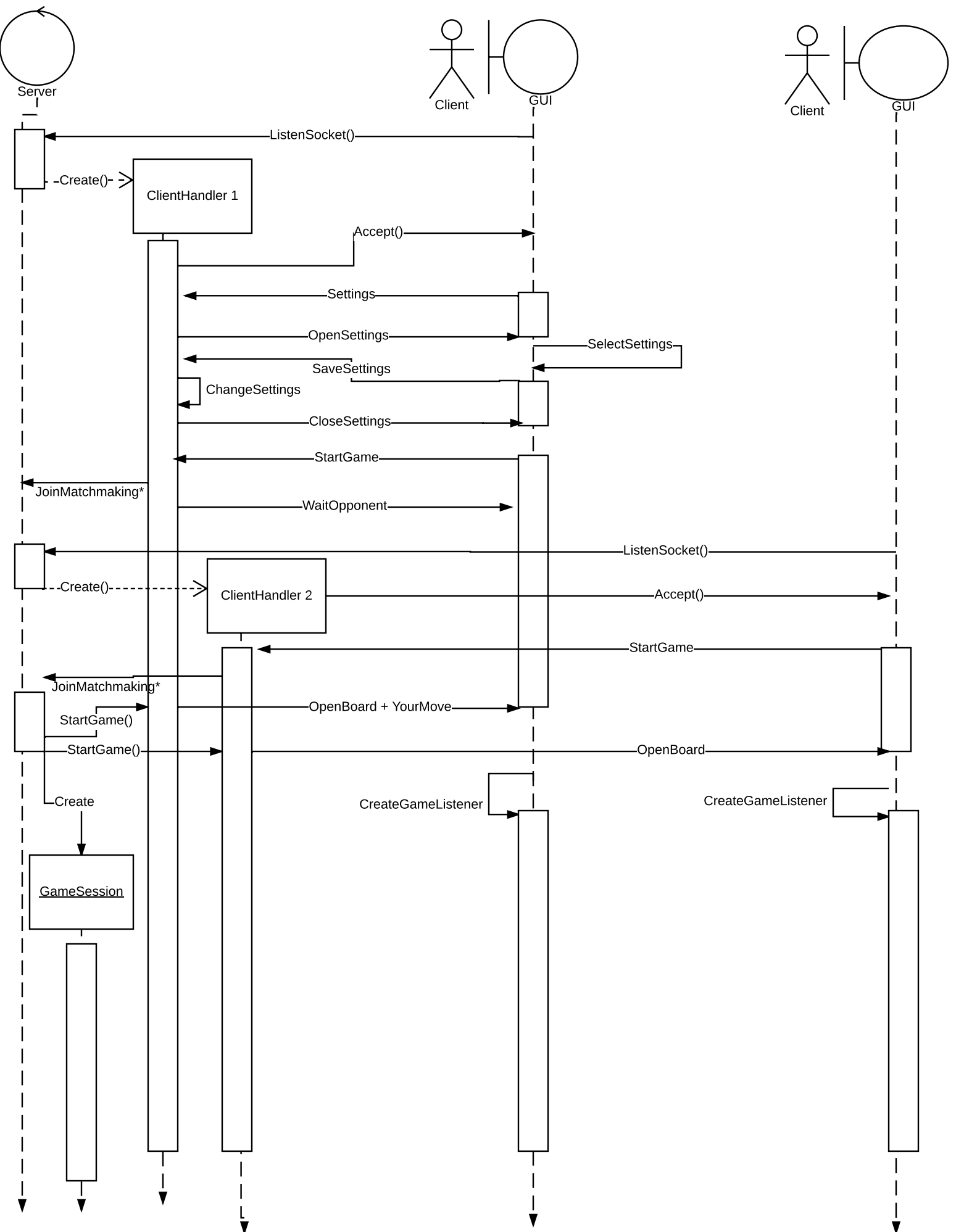# Sequence diagram of example game in Go Game

Sequence diagram of example game in Go Game

Server

GameSession

ClientHandler 1

ClientHandler 2

Client 1   GUI

Client 2   GUI

CreateGameListener

CreateGameListener

MakeMove

PlayerMoved

ChangeState

Wait

Move

YourMove

PlayerMoved

ChangeState

MakeMove

Move

YourMove

This pattern repeats as long as either: one player abort game or both player passed.

ExitGame

PlayerQuit

CloseBoard

EnemyQuit

EnemyQuit

GameFinished

ExitGame

CloseBoard

Exit

Exit

Remove

Exit

Exit