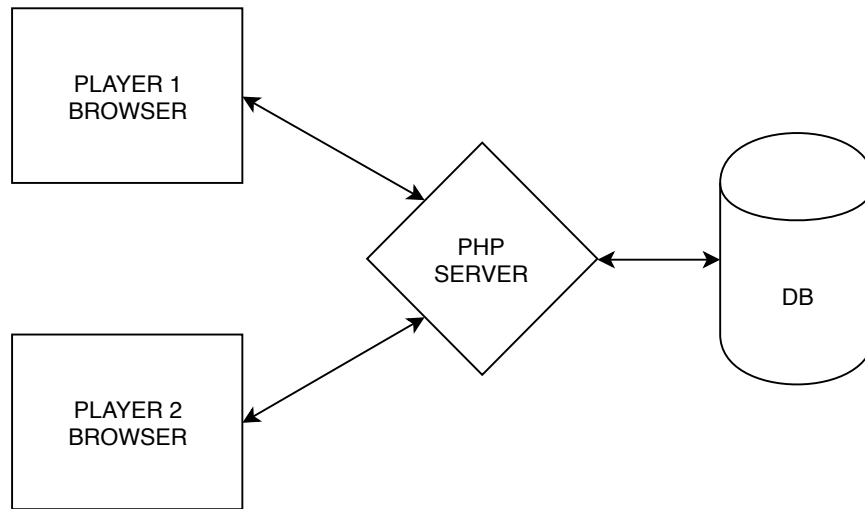
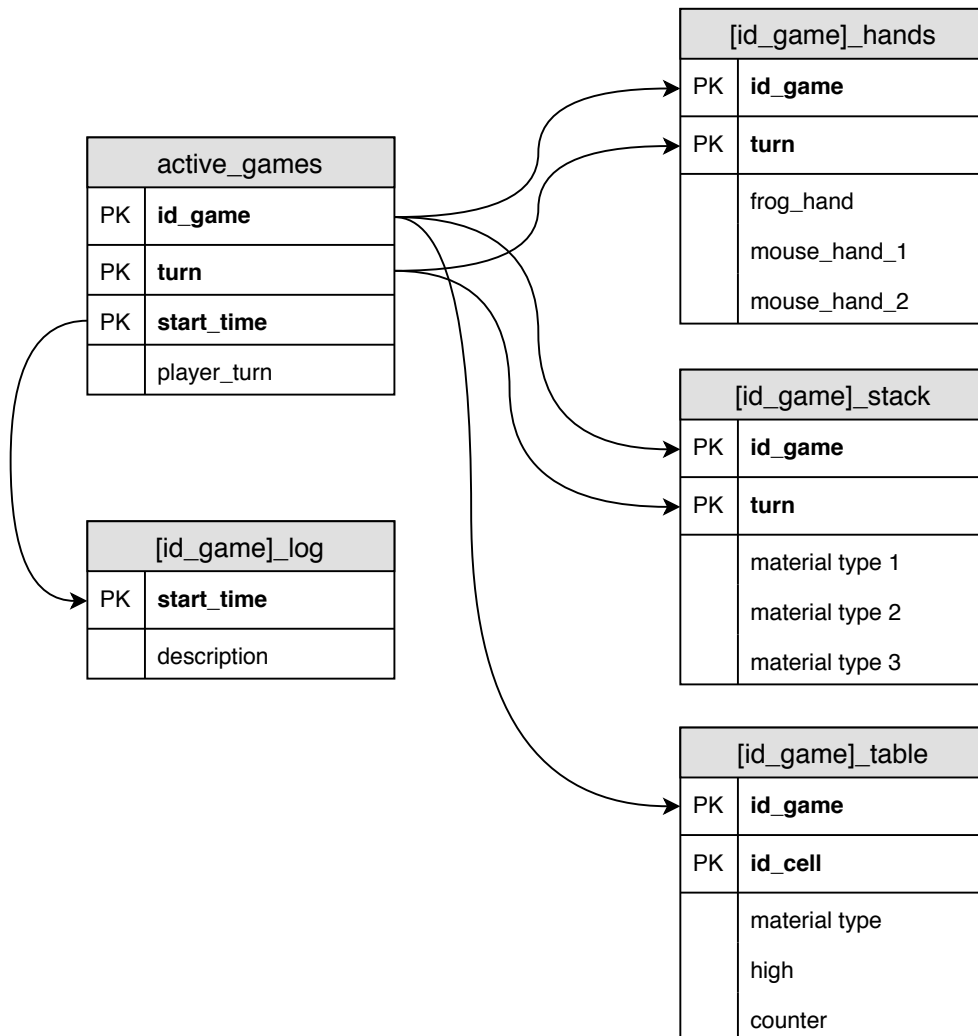


## SOFTWARE ARCHITECTURE



## DATABASE



## PHP FUNCTIONS

<b>startGame()</b> <ul style="list-style-type: none"><li>+ generate game ID (N)</li><li>+ set timeshift</li><li>+ set turn = 1 (frog)</li><li>+ create table N_tavola</li><li>+ create table N_pila</li><li>+ randomize stack</li></ul> <b>Note:</b> N_hand is empty when it's frog's turn, it sees the next three cards	<b>readGame()</b> <ul style="list-style-type: none"><li>+ read database</li><li>+ draw the table layout (hand, counters, etc.)</li></ul>	<b>frogFirstMove()</b> <ul style="list-style-type: none"><li>+ put tile in N_hand (frog)</li><li>+ put 2 tiles in mouse hand</li><li>+ change player turn</li></ul>	<b>frogFirstMove()</b> <ul style="list-style-type: none"><li>+ put tile in N_hand (frog)</li><li>+ put 2 tiles in mouse hand</li><li>+ change player turn</li></ul>
	<b>mouseMove()</b> <ul style="list-style-type: none"><li>+ check ???</li><li>+ put a tile (height change)</li><li>+ change counter position</li><li>+ change player_turn</li><li>+ update stack with discard</li></ul>	<b>frogSecondMove()</b> <ul style="list-style-type: none"><li>+ check</li><li>+ put a tile (height change)</li><li>+ change counter position</li><li>+ empty N_hands</li><li>+ remove 3 tiles from stack</li><li>+ change player turn</li><li>+ turn</li></ul>	

## JAVASCRIPT FUNCTIONS

+ gestisce eventi click  
(Javascript)