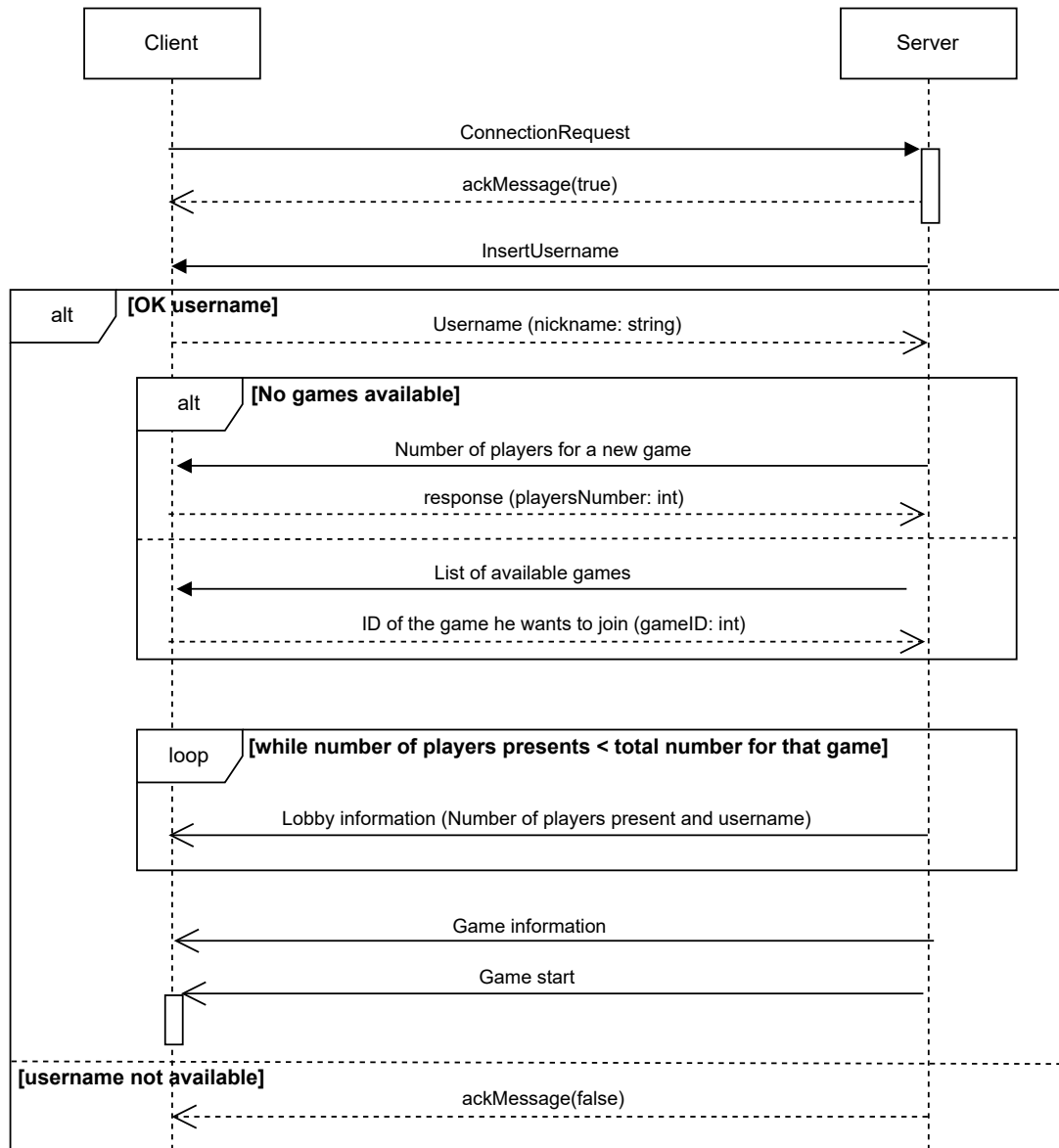


SEQUENCE DIAGRAMS

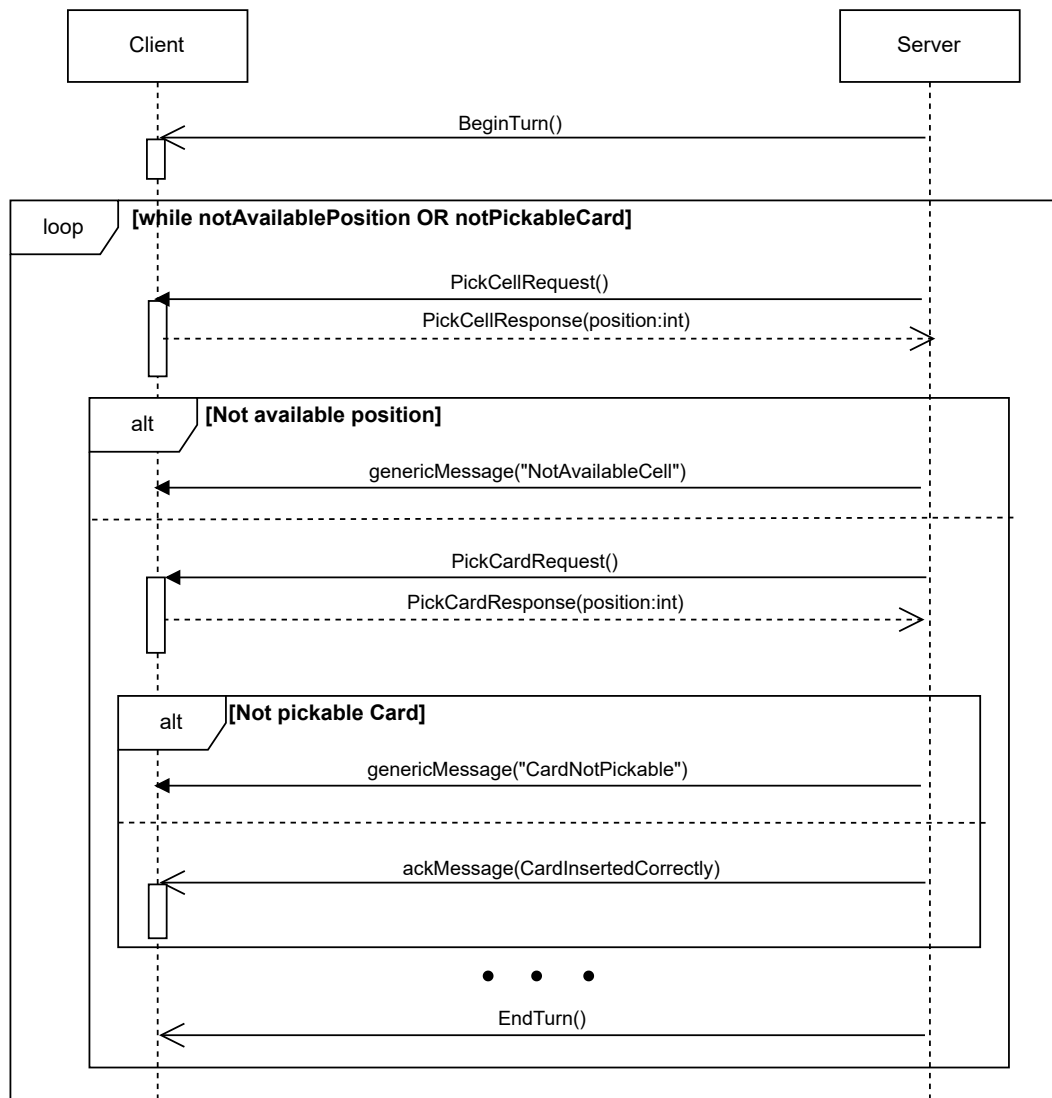
1. ACCESS TO THE GAME



The player's game access phase starts with a connection request from the client to the server. After the connection is accepted, the server asks the client to enter a nickname.

If the nickname is already taken or is incorrect, the server generates an error message. However, if the username is valid and there are any available games in the game, the server asks the client which game it wants to join at startup time by requesting the game ID. If there aren't games, the server asks the client if he want to start a new game with a certain number of people. If the number of players present is less than the total number of players required for that game, the player is sent to the lobby with a loop. Once the user can finally play, the server sends him the game information (which includes the board, scoretrack, cards...) and starts the game.

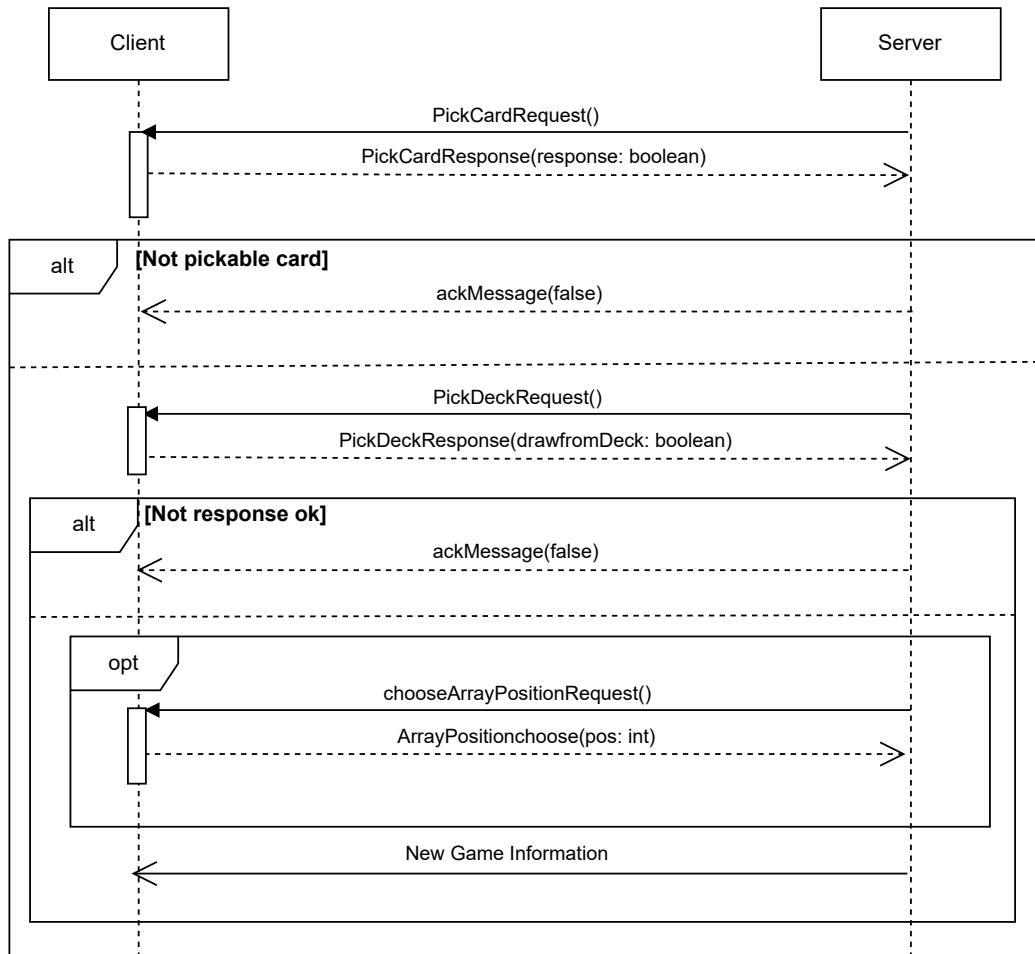
2. SELECT A CARD FROM PLAYERDECK AND PLACE IT IN THE BOOK



When a turn begins, the player must choose a card from his playerdeck and place it on his PlayerBook.

The server asks the client to choose a cell in the book: if the cell is not available, it generates an error message; otherwise, it proceeds to ask the client to choose a card. Again, if the chosen card doesn't respect the placement condition (if any), the server generates an error message; otherwise, it places the card correctly.

3. PICK CARD FROM THE BOARD



The action of pick a card from the board begins with a request to the client to choose what type of card wants (a gold card or a resource card). If the card is not available, it generates an error message; otherwise, the server asks the client if he want to draw the card from the decks or from the arrays of cards positioned on the board. For this second choice (optional), the server asks the client which card they want to take from the array by requesting its position. If everything is okay, the server sends the client the new game information.