Left diagram (compact version):

Client → Server: DrawCard(GameID id, Player p, DeckTypeBox d)

alt
- Server → Client: Success()
- Server → Client: IllegalAction()
- Server → Client: NotYourTurn()
- Server → Client: EmptyDeck()
- Server → Client: EmptyDeckBuffer()

Sequence Diagram 3 - Draw a Card:

This diagram describes the interactions between Server and Clients for the action of drawing a card.
We made a compact version that lists all the possible answers of the Server to the action of drawing the card:

- Success(): the card is successfully drawn
- IllegalAction(): the client try to draw in the first part of the turn, when they should play a card in the field
- NotYourTurn(): the client try to draw during another player's turn
- EmptyDeck(): the client try to draw but there are no cards in the deck
- EmptyDeckBuffer(): the client try to draw but there are no cards in the deck buffer

We then made an expanded version, with examples of how the communication works with more Clients.

Right diagram (expanded version):

Participants: Client0, Client1, Client2, Client3, Server

when it's Client0 turn to draw a card
- Client1 → Server: DrawCard(GameID id, Player p1, DeckTypeBox d0)
- Server → Client1: NotYourTurn()
- Client0 → Server: DrawCard(GameID id, Player p0, DeckTypeBox d0)
- Server → Client0: Success()
- Server → Client0: Modified Deck(DeckTypeBox d0)
- Server → Client1: Modified Deck(DeckTypeBox d0)
- Server → Client2: Modified Deck(DeckTypeBox d0)

when it's Client1 turn and they haven't already played a card
- Client1 → Server: DrawCard(GameID id, Player p1, DeckType d1)
- Server → Client1: IllegalAction()

when it's Client2 turn and they have already played a card
- Client2 → Server: DrawCard(GameID id, Player p2, DeckTypeBox d2)
- Server → Client2: Success()
- Server → Client0: Modified Deck(DeckTypeBox d2)
- Server → Client1: Modified Deck(DeckTypeBox d2)
- Server → Client2: Modified Deck(DeckTypeBox d2)
- Client2 → Server: DrawCard(GameID id, Player p2, DeckTypeBox d2)
- Server → Client2: IllegalAction()

when it's Client3 turn to draw a card
- Client3 → Server: DrawCard(GameID id, Player p3, DeckTypeBox d3)
- Server → Client3: EmptyDeck()
- Client3 → Server: DrawCard(GameID id, Player p3, DeckTypeBox d2)
- Server → Client3: EmptyDeckBuffer()