

Sequence Diagram 2 - Play a card:

This diagram describes all of the possible client-server interactions that may occur when playing a card.

Here is a representation of the existing messages:

PlayCard() carries information about who's playing which card and in which position of their field. Each response is sent depending on the current state of the game, and the specific move that is to be performed:

1. CardPlacedOnField: signals to the client that the card has been successfully placed on the field. Moreover, this message reaches all the players in the game so that they can see the adjourned version of all fields.
2. FailMessage: arrives to the player if they can't play a card for the following reasons:
 - a. the action to play a card is not allowed (instead they should draw a card)
 - b. it's not their turn
 - c. the specific move (related to the coordinates) is not allowed
 - d. the requirements of the card are not satisfied

