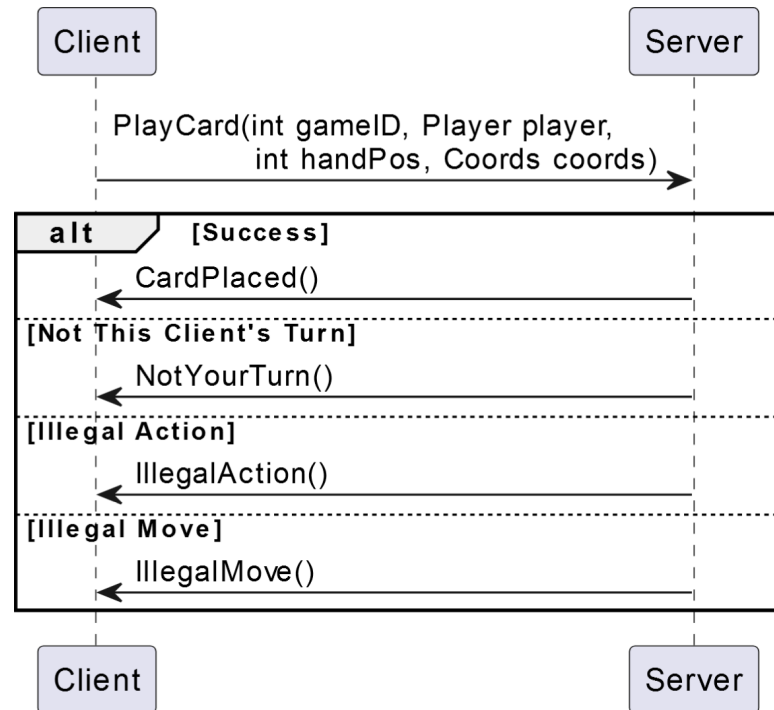


Sequence Diagram 2 - PlayCard()

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:

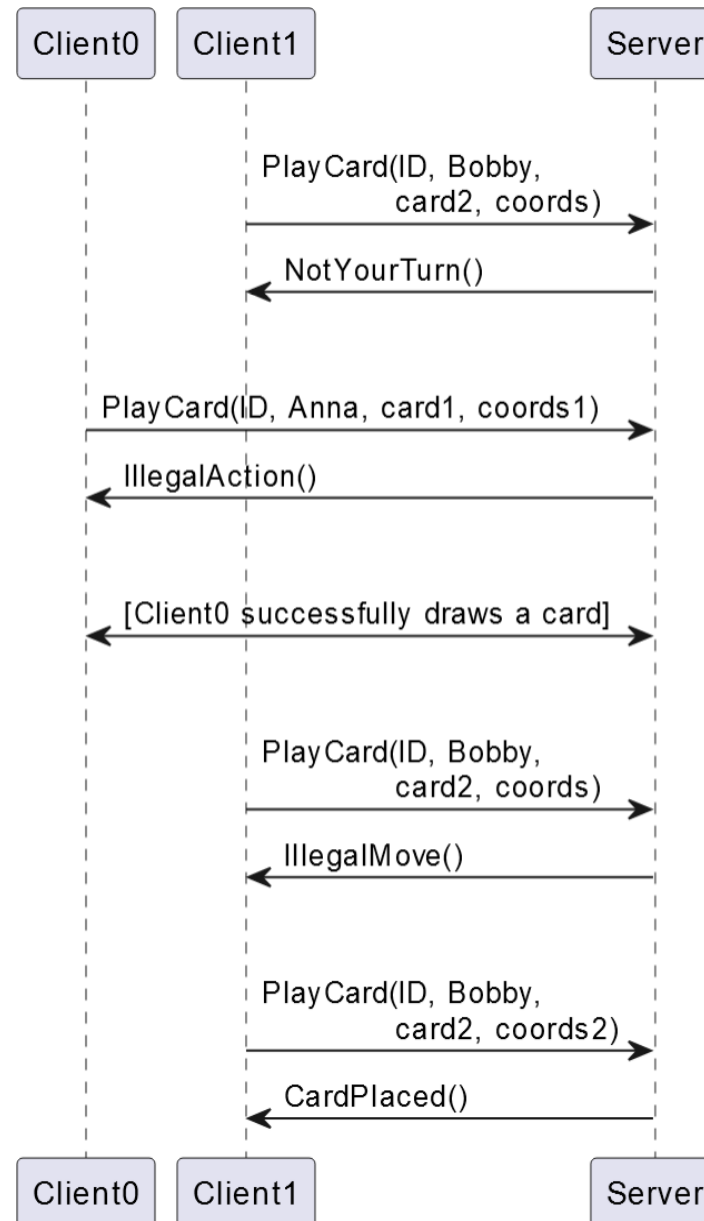


`PlayCard()` carries information about who's playing which card and in which position of their field.

Each response is sent depending on the current state of the game, and the specific move that is to be performed:

- `NotYourTurn()`: if it's not the requesting Client's turn;
- `IllegalAction()`: if the Client has already played a card, meaning they should now draw one;
- `IllegalMove()`: if the move requested by the player violates any of the game's rules;
- `CardPlaced()`: if none of the previous conditions are true.

Below follows an example containing every described case; each step is explained on the right.



Two clients are playing a game together as Anna and Bobby

Since it's still Anna's turn, Bobby receives `NotYourTurn()` when trying to place a card to his field

Anna has already placed a card, so she receives `IllegalAction()` when trying to place a second one

Anna draws a card and passes turn

Bobby is trying to place a card on a card's blocking corner, and so receives `IllegalMove()`

Bobby now places the same card somewhere else, without breaking any rules, and so `CardPlaced()` is sent