

### Sequence Diagram 3 - Draw a card:

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

Here is a representation of the existing messages:

DrawCard() carries information about who's trying to draw and from which deck. Each response is sent depending on the current state of the game, and the specific deck chosen:

1. CardAddedToHand: signals to the client that the chosen card has been successfully added to their hand
2. CardDrawnFromSource: signals every player in the lobby that a card has been drawn from a specific deck and which is the card that will be available to be drawn instead
3. FailMessage: arrives to the player if they can't draw a card for the following reasons:
  - a. the action to draw a card is not allowed (instead they should play a card)
  - b. the selected deck or deck buffer is empty and they should chose to draw from another one
  - c. it's not their turn
  - d. their hand is already full

