

## **Brief explanation on the Sequence Diagrams**

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### **SEQUENCE DIAGRAM 1: Accesso al gioco di un giocatore**

The player enters the game through the graphical view. Then the Client sends the message to require connection to the Server, it accepts it and send the Ack response. The Server asks the Client to insert a valid nickname (ex. Not already in use), then the player sets his nickname, it is sent to the Server which checks if it is valid. If the nickname chosen by the player is not valid, the Server will ask again to insert it until he receives a valid nickname. Then will send confirmation that the nickname is valid.

If the player who enters the game is the first, the Server ask how many players will play the match. So the Client inserts a number between 2 and 4 (the Client itself will check if the number is valid, there's no need to ask the Server).

In the end the process will be repeated until the correct number of players is reached.

### **SEQUENCE DIAGRAM 2: Selezione delle tessere**

The Server asks the Client to select the tiles he wants to put in the shelf. The Client selects the tiles from the Board and the positions on the column of his Shelf where he wants to insert them. Then the Server checks if:

1. The number of free cells in the column is greater than the number of tiles picked up from the board
2. The tiles selected on the Board are available

In both cases if these conditions are not verified (OR) the Server will ask again to select the tiles and the column.

When both conditions are verified the Server will send the confirmation message to the Client.

### **SEQUENCE DIAGRAM 3: Completamento di un obiettivo comune**

For each player in the game, after he finished to insert the tiles in the shelf, the Server checks if he reached one of the Common Goals. If he reached it, the Server will communicate it to the client and update his score adding the number of points written on the Common Goal Card.