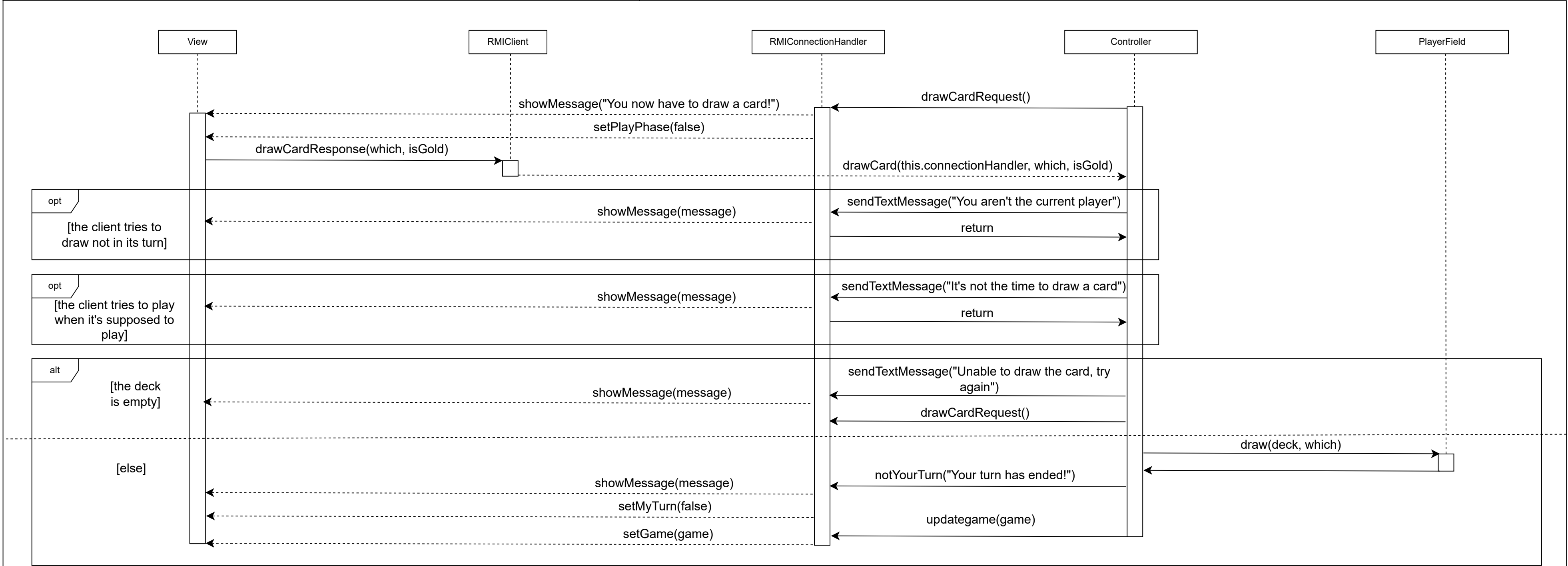


Drawing a card (RMI)



The controller notifies the client that its time for it to draw a card by setting the boolean playPhase in the View.

The client then draw a specific card from a specific deck.

The controller proceeds on doing some controls on the draw and, if successful, updates the game for every client.