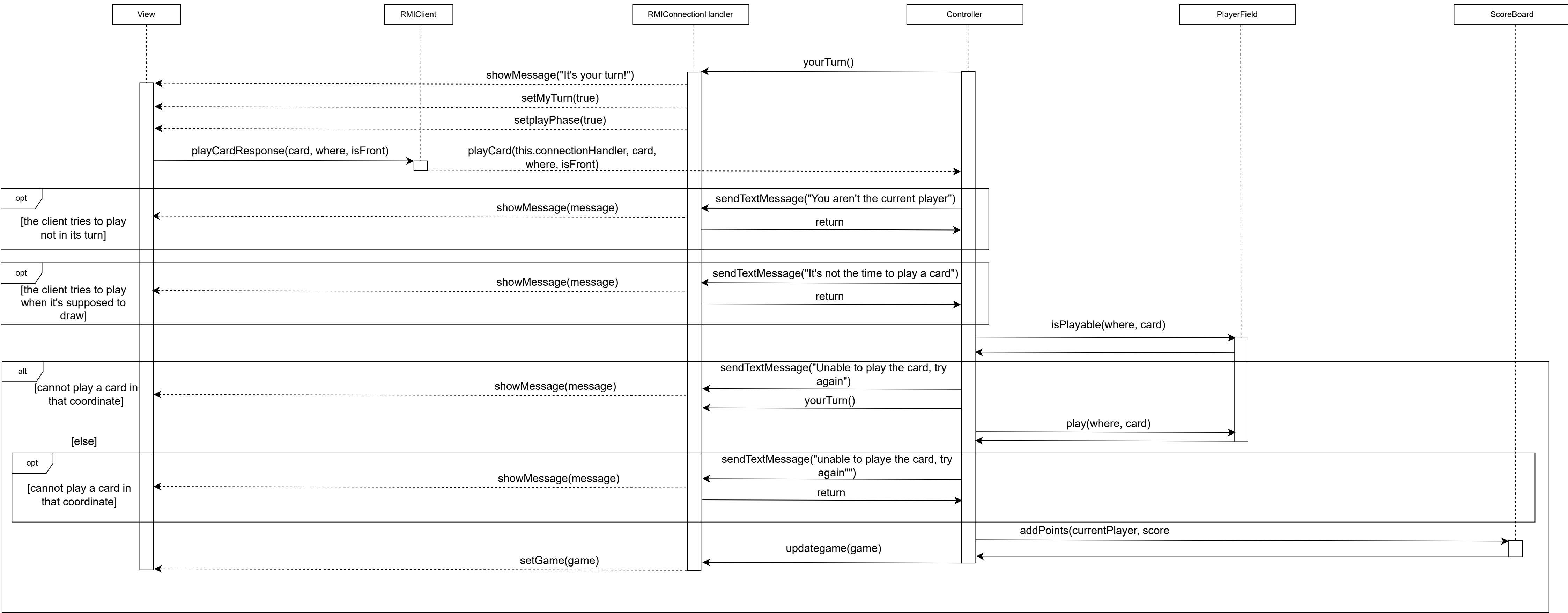


Playing a card (RMI)



The controller notifies the client that its turn has started by setting some booleans useful for filtering the client's possible actions. Then the client plays a card in a specific position. The controller proceeds on doing some controls on the play and, if successful, updates the game for every client.