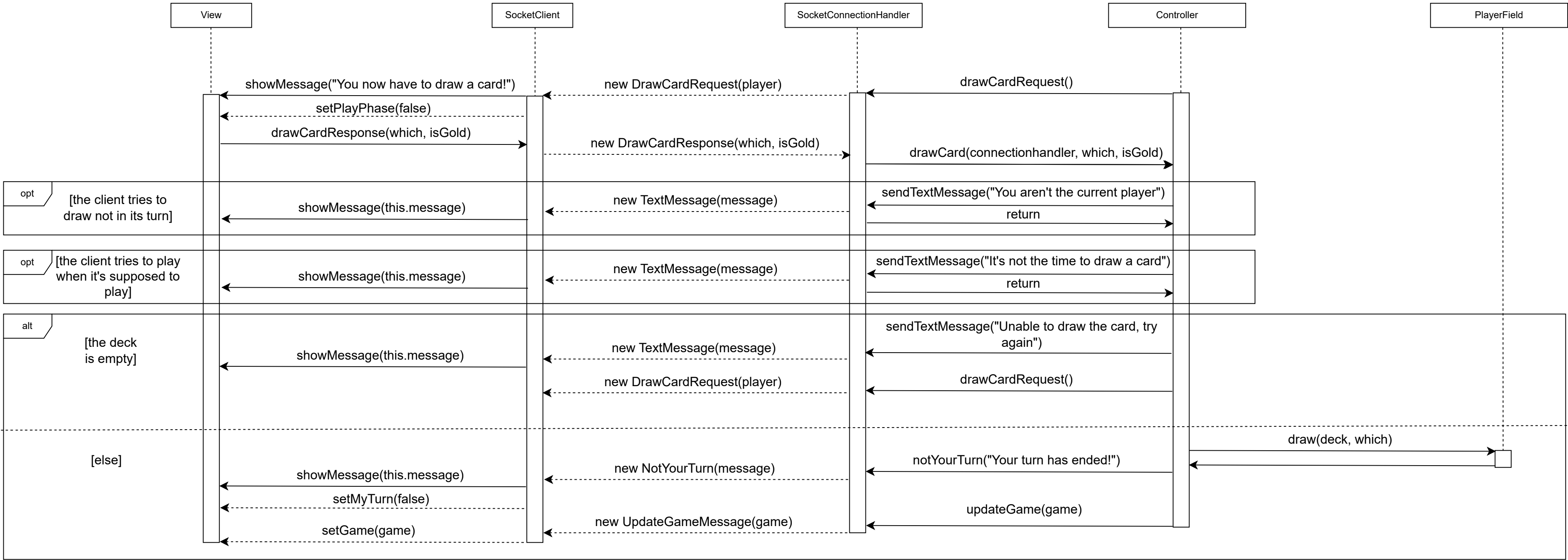


Drawing a card (Socket)



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