RMI - PLAY CARD

USER → RMIAction: play a card

RMIAction → RMIServerImpl: PlayCard(playData)

RMIServerImpl → GameController: playCard(...)

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GameController ⇢ RMIClient

RMIClient → RMIClientImpl: informError(errorType)

RMIClientImpl → MessageExecutor: excute(ErrorMessage(GOLD_CARD_CONDITION_NOT_RESPECTED))

MessageExecutor ⇢ USER: playCardFailed()

GameController ⇢ RMIObserver

RMIObserver → RMIClientImpl: send_game_status(ImmutableGame)

RMIClientImpl → MessageExecutor: excute(NotifyMessage(GAME_STATUS))

MessageExecutor ⇢ USER: setGameStatus()

Participants: USER, RMIAction, MessageExecutor, RMIClientImpl, RMIClient, RMIServerImpl, RMIObserver, GameController