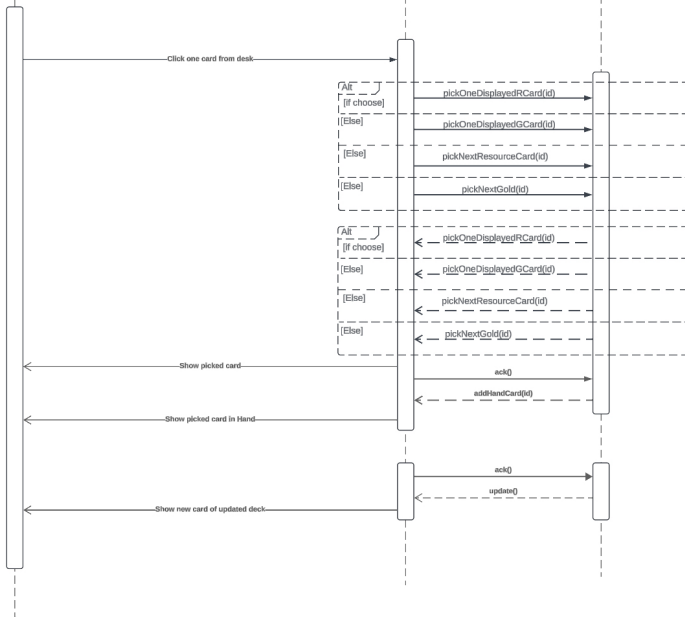




User

CLIENT

SERVER



DESCRIPTION

CLIENT: decides the location from which picks the card

OPTIONAL: depending on the location from which the card is picked

SERVER: picks the card, adds to the player's handCards and sends to the client. Updates the used list of cards and sends changes.