USER — CLIENT — SERVER

Access to the game

sequence diagram

[1] choose between TUI and GUI, RMI and Socket
[2] username, hashed password
[3] only if login success, when in home screen
[4] number of players
[5] need to verify if it exists a game not started which is waiting for new player

Click on the application icon[1]

Connect()

Show login screen

Insert login data [2]

Login(loginData)

Opt
[valid credentials]
LoginSuccess()

Show home screen

[else]
LoginFailed()

Show login screen

[3] Click on the "PLAY" button

ExistenceOfGameToBeStart() [5]

Opt
[If exists]
JoinedTheGame()

[else]
RequestNewGameInfo()

Show new game form

Insert new game information[4]

CreateNewGame(gameInfo)

JoinedTheNewGame()

Show game screen