Pisti

Separation of Business and Animations

After OnClick on a card from Player1, the whole business should be played through. Even if there is a pisti, normal trick, end of the round, end of the game etc.

During this business, the animations should be listed and after business finishes, all of them should be played like a film.

Scenario 1:   
player1 plays a card, nothing happened [AnimationCardPlay], player 2 plays a card, nothing happened [AnimationCardPlay].

That means, that the 2 animations are played in sequence.

Scenario 2:   
player1 plays a card, it’s a trick, clean the table [AnimationCardPlay][AnimationTrick], player 2 plays a card on empty table, nothing happened [AnimationCardPlay].

Scenario 3:   
player1 plays a card, it’s a pisti [AnimationCardPlay][AnimationPisti] [AnimationTrick], player 2 plays card on empty table, nothing happened [AnimationCardPlay].

Scenario 4:  
player1 plays a card, it’s nothing [AnimationCardPlay], player 2 plays card, game finished, calculate points etc. clean the table [AnimationCardPlay][ShowDialogWithPointsAndAskForANewGameOrExit], player1 wants to play again, initialize a new game [AnimationDealing]

Scenario 5:  
player1 plays a card, it’s nothing [AnimationCardPlay], player 2 plays card, round finished, calculate points etc. clean the table [AnimationCardPlay][ShowDialogWithPointsAndWaitForContinue], initialize a new round [AnimationDealing]