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sequenceDiagram
    participant MainFrame
    participant Engine
    participant PositionController

    MainFrame->>Engine: mouseclicked()  
if gamestate = 1 (in game state)  
engine.click( mouse : x, y)
    activate Engine
    Engine->>PositionController: refresh_hitboxes_of_all_cards()
    activate PositionController
    PositionController->>Engine: check_if_click_inside_hitbox()
    activate Engine
    Engine->>MainFrame: return card
    deactivate PositionController
    deactivate Engine
    MainFrame->>MainFrame: image_display_time = 0

    MainFrame->>MainFrame: timer loop triggers: paintComponent()  
if gamestate = 1
    activate MainFrame
    MainFrame->>MainFrame: if image_display_time >= 0
    activate MainFrame
    MainFrame->>MainFrame: show_picture(card.picture())
    MainFrame->>MainFrame: image_display_time++  
(while image_display_time < global_display_time)  
then "i_d_t" = -1
    MainFrame->>MainFrame: else engine.iteration()
    deactivate MainFrame
    deactivate MainFrame
    deactivate MainFrame
```