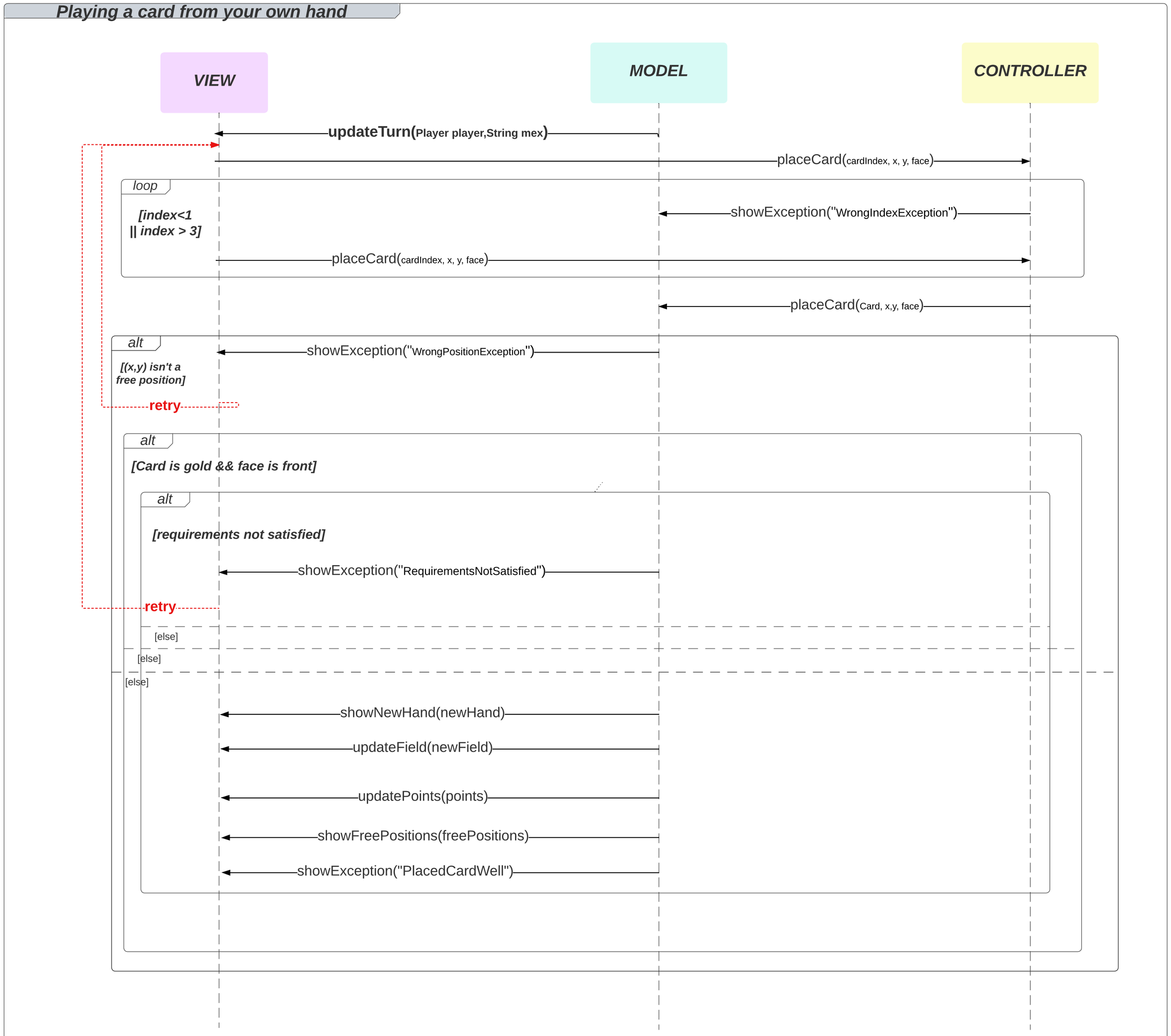
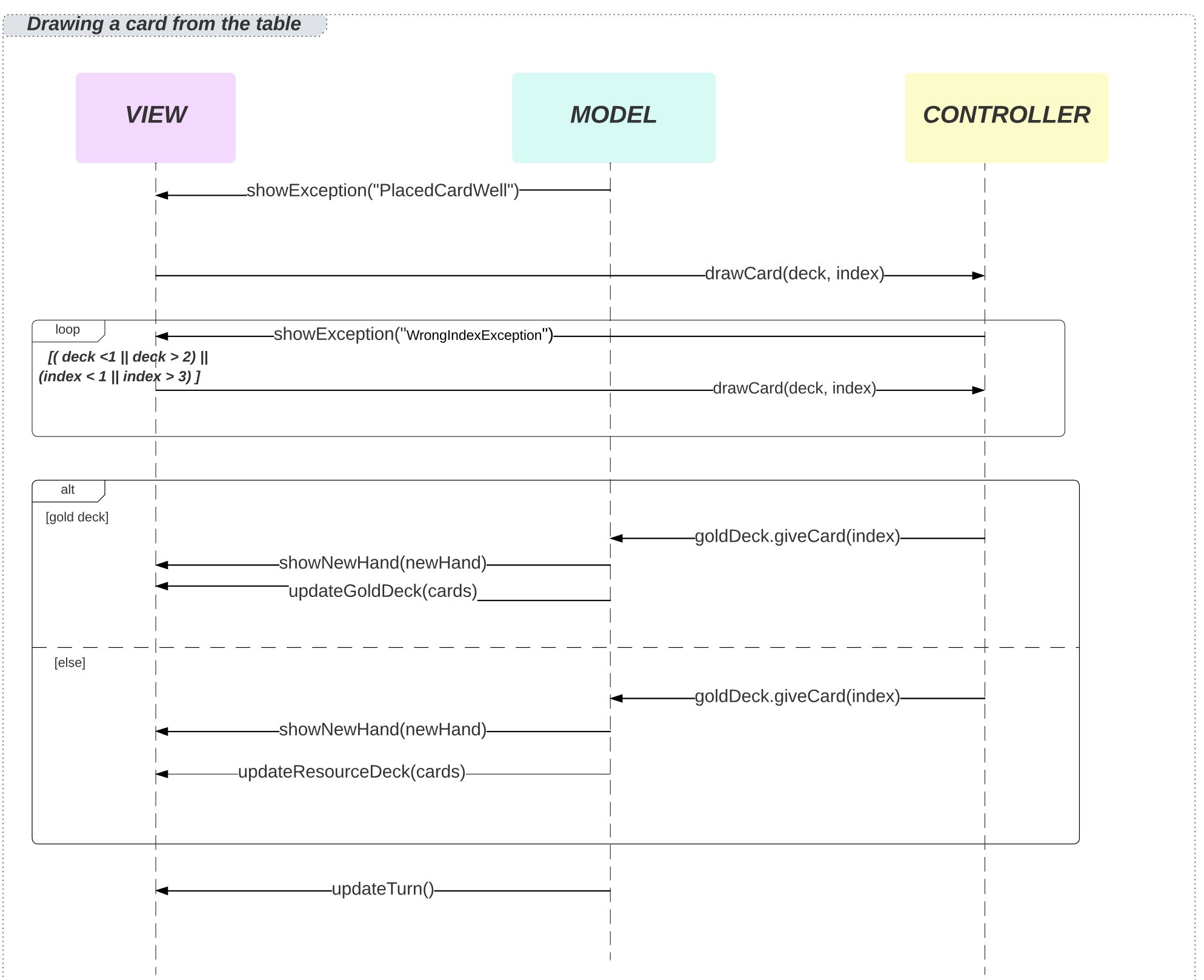
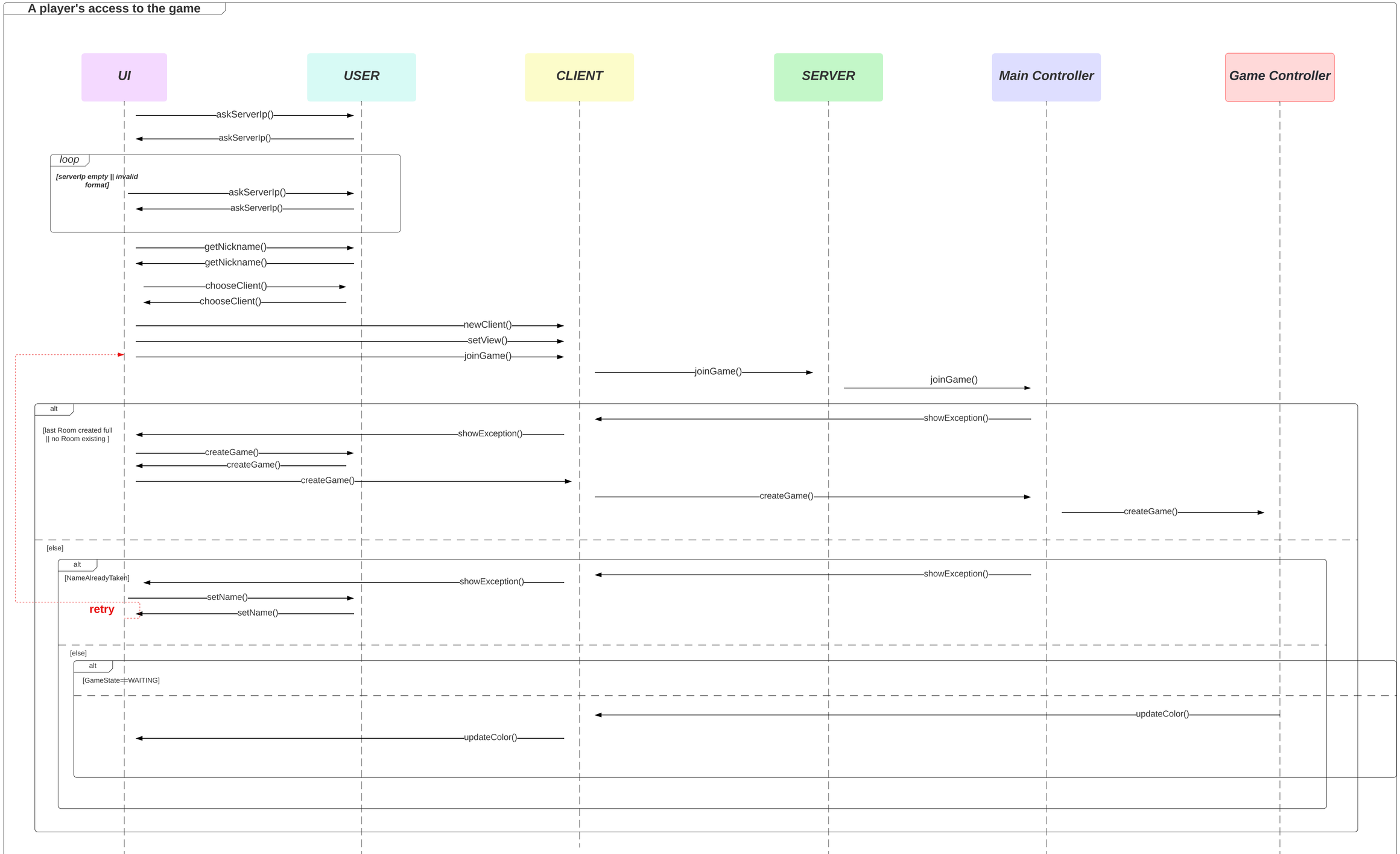


The sequence diagram opens with a message from the model notifying the view that the player must play a card. It then enters a loop, from which it only exits when the client, via the interface, selects a correct index that does not exceed its hand of 3 cards. Once this first check has been passed, the controller forwards the message to the model, which does the necessary checks on the legitimacy of the player's choice. If the player has asked to place a gold card turned face up, the model will check that he has the correct number of resources. After passing this check, the model will immediately update the view of all changes.



When the model informs the player that the card has been correctly placed, he may draw a card indicating the deck and which of the 3 cards he wants. As long as the index pointing to the deck or the index pointing to the card is out of bounds, the controller will continue to warn the player that he must correct the indexes. Once past the check, the controller will manipulate the model which will subtract a card from the selected deck and change the new hand and deck displayed by the player.



This exchange of messages represents a player's entry into the game.
First, the interface will ask the user for the serverIp. Once a valid IP is entered, the user must enter a nickname and choose a protocol.
At this point the information is sent to the server which establishes a connection and forwards the request to the Main Controller.
It checks that a game already exists and that it is not full, and if so, requests the colour from the player who has just entered the game.