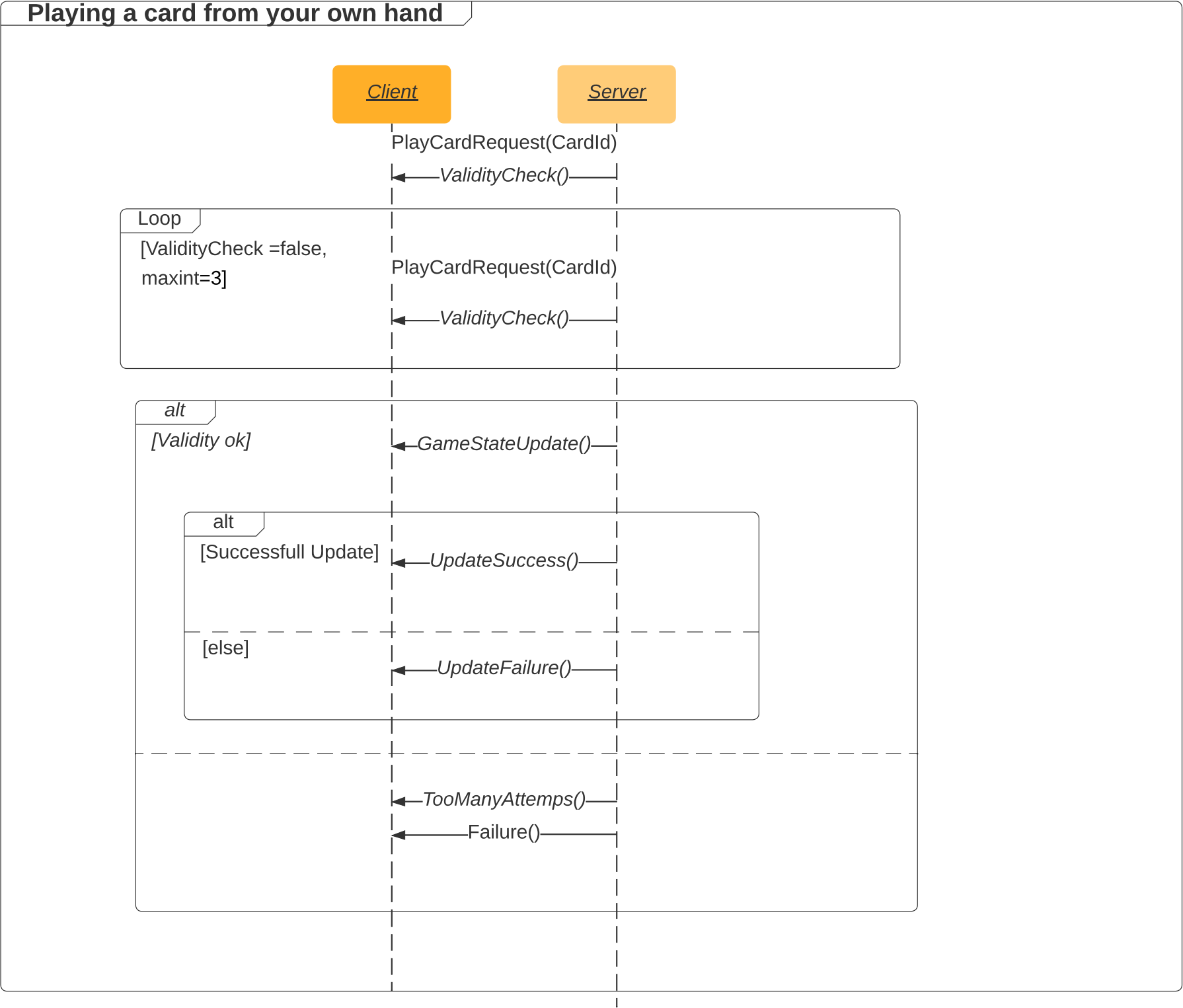
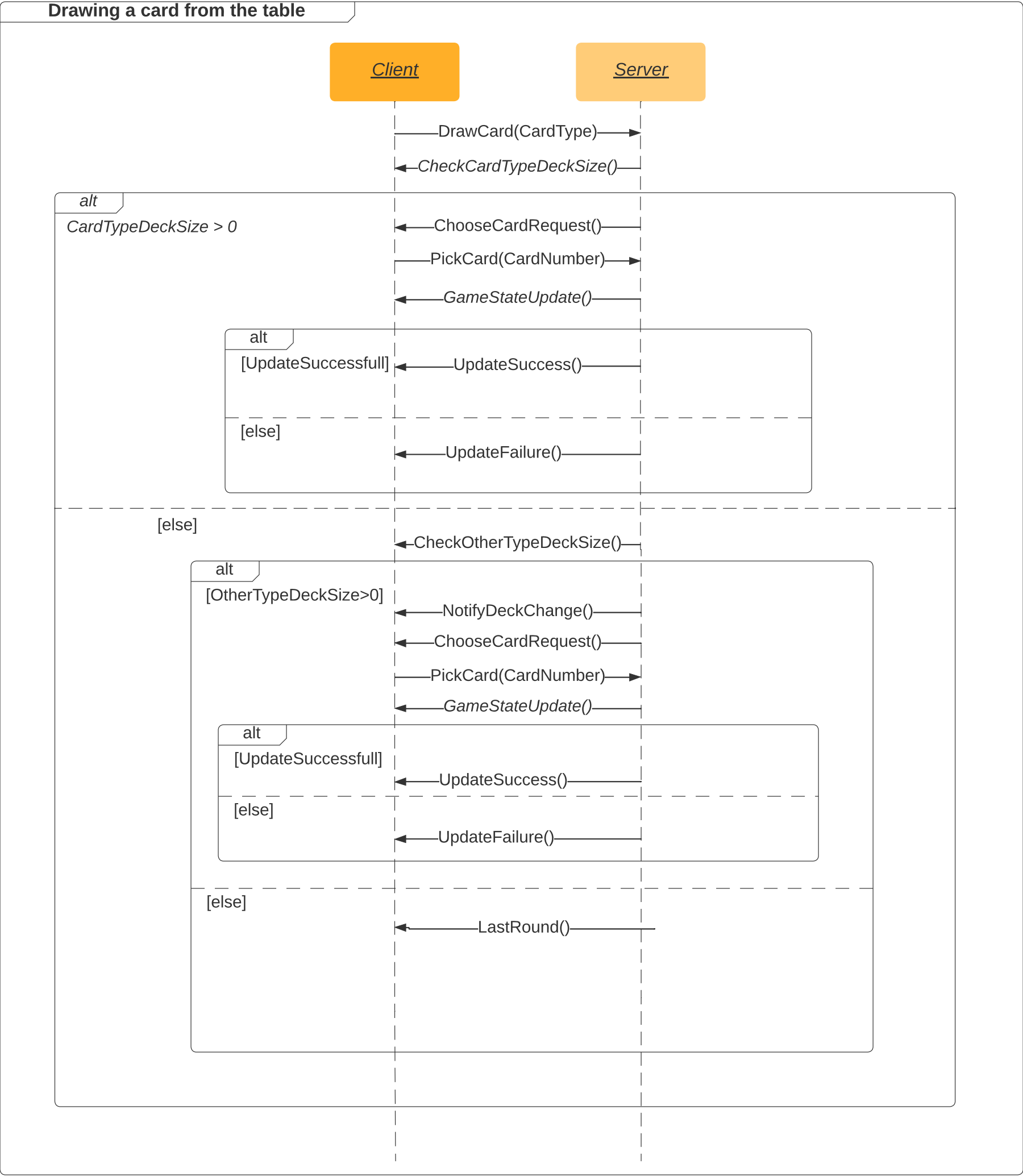


This client-server message exchange represents an attempt to access the game. Initially, the client must provide their credentials until they are correct. Then, the client will enter the Room code where the game is played. If the ID does not exist, the client is placed in a newly created Room identified by the provided code. However, if the ID exists, the client is admitted to the room only if it is not full.



This client-server dialogue represents the act of the client playing a card from its hand. The client, up to a maximum of three attempts, provides the ID of the card he wants to play and the server verifies the fairness of the move. If the test is passed, the server attempts to update the game data, an action that may or may not be successful.



This client-server message exchange represents the act of drawing a card from one of the two decks on the table. If the deck selected by the client is not empty, the client chooses , by sending a number, whether to take one of the two exposed cards (symbolized by the number 1 and 2) or draw the top card, and the server attempts to update the game data. If the chosen deck is empty, then the server checks that the other deck has not also ended. If there is at least one card left, the client repeats the card selection process. Alternatively, the server notifies that it is the last round.