

ServerImpl

isPlayerTurn(nickname, gameName, alreadyPrintedGameInformation) loop: for each player k isPlayerTurn(nickname, gameName, alreadyPrintedGameInformation) takeTiles(xCoordinates, yCoordinates, nickname, gameName)

playerHasFinishedBookshelf(nickname, gameName)

false

playerHasFinishedBookshelf(nickname, gameName)

gameHasFinished(gameName)

getScores(gameName)

scores

getWinner(gameName)

winner

removeParameters(gameName)

printWaitingForYourTurn()

playerHasFullBookshelf()

printTheGameHasEnded()

printScores(scores)

printWinner(winner)

RMI - if the bookshelf of the client if full the game is ended

playerHasFinishedBookshelf(nickname, gameName) false

playerHasFinishedBookshelf(nickname, gameName) true

gameHasFinished(gameName)

getScores(gameName)

getWinner(gameName)

removeParameters(gameName)