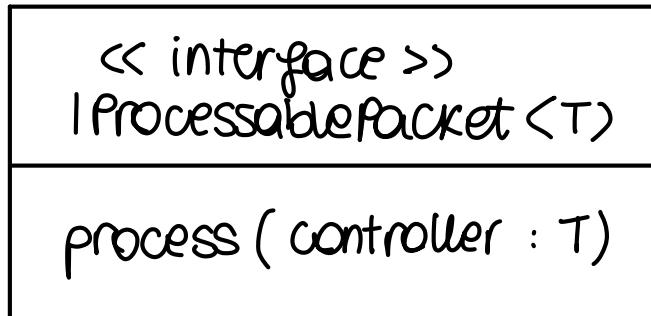


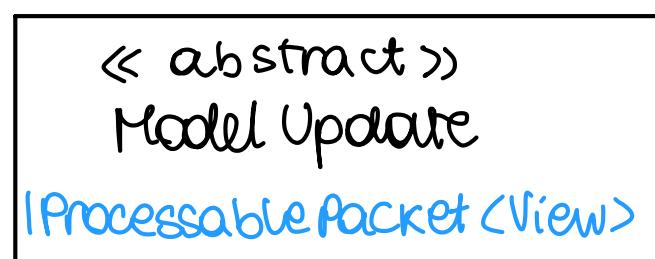
PROTOCOLLO
DI COMUNICAZIONE : COMMAND
PATTERN

INTERFACCIA GENERALE PER TUTTI
I MESSAGGI



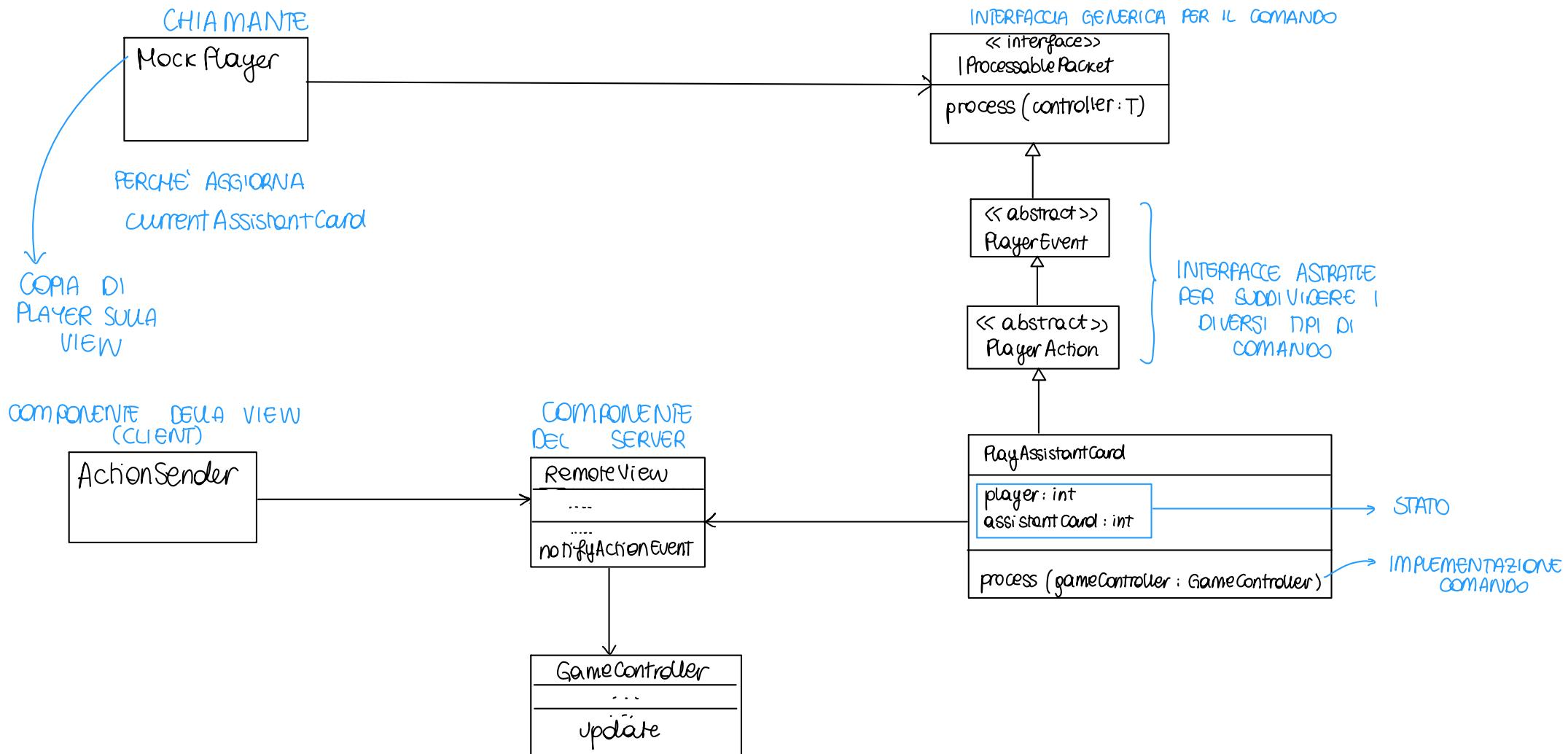
TUTTI I
MESSAGGI
IMPLEMENTANO
ANCHE
Serializable

QUESTA INTERFACCIA E' IMPLEMENTATA
DA QUESTE CLASSI ASTRATTE



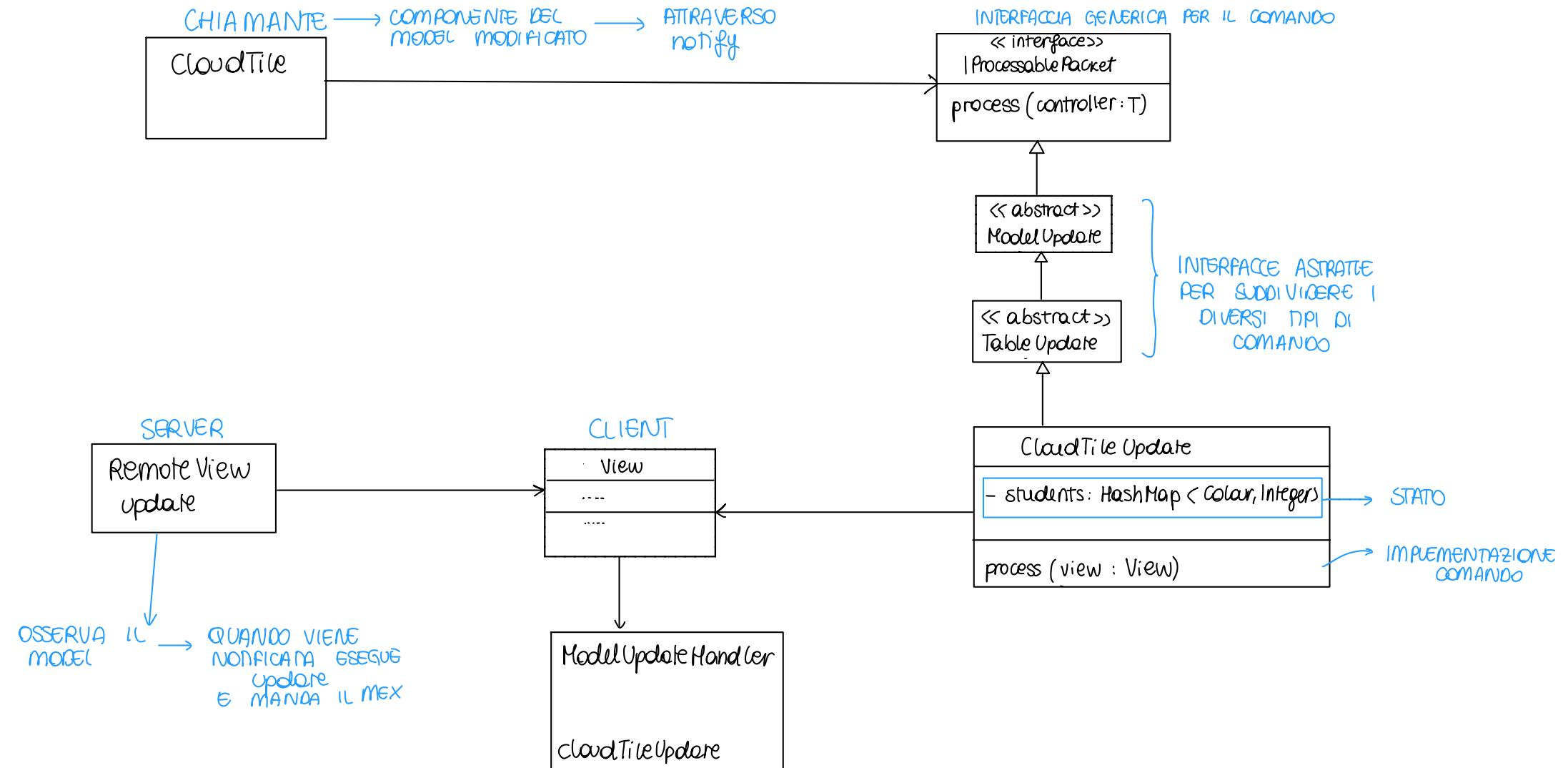
PlayerEvent

esempio per l'evento PlayAssistantCard



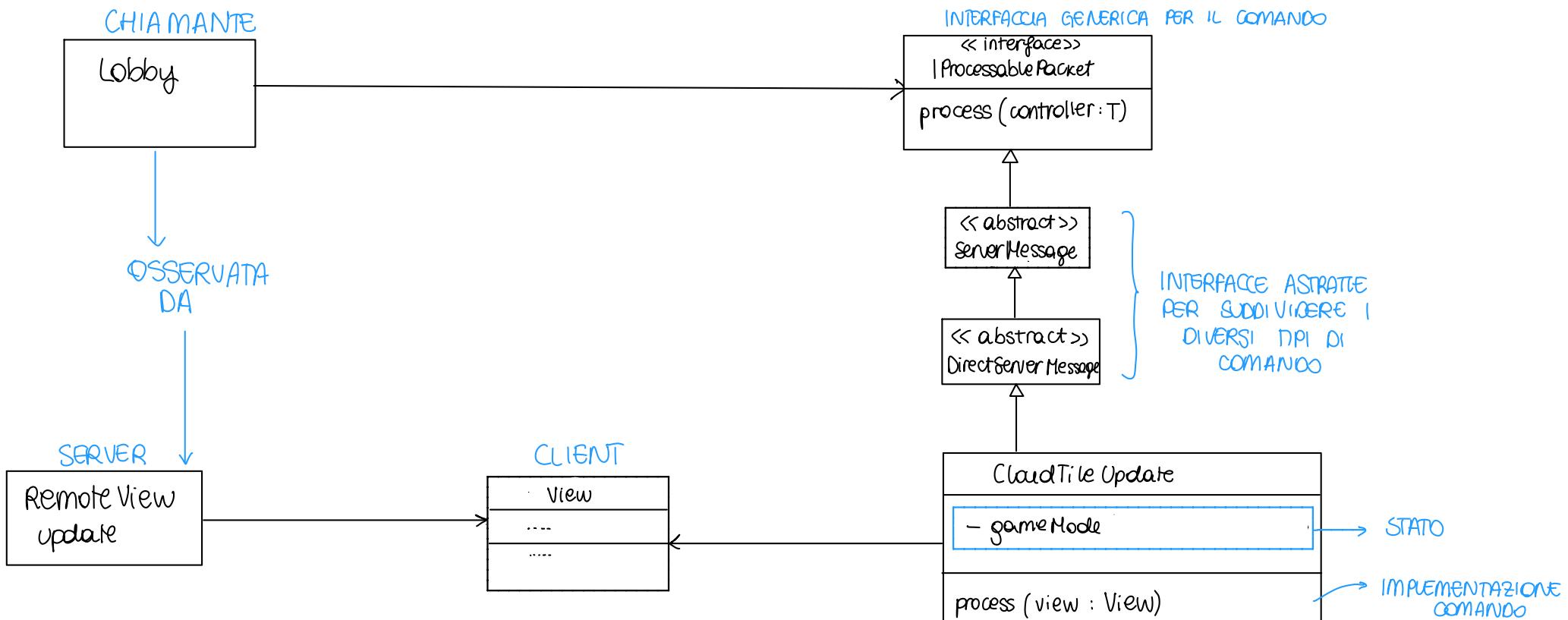
Model Update

esempio per CloudTile Update



serverMessage

eSEMPIO per Game Mode Set Message



Client Message

esempio per Player Name Message

