

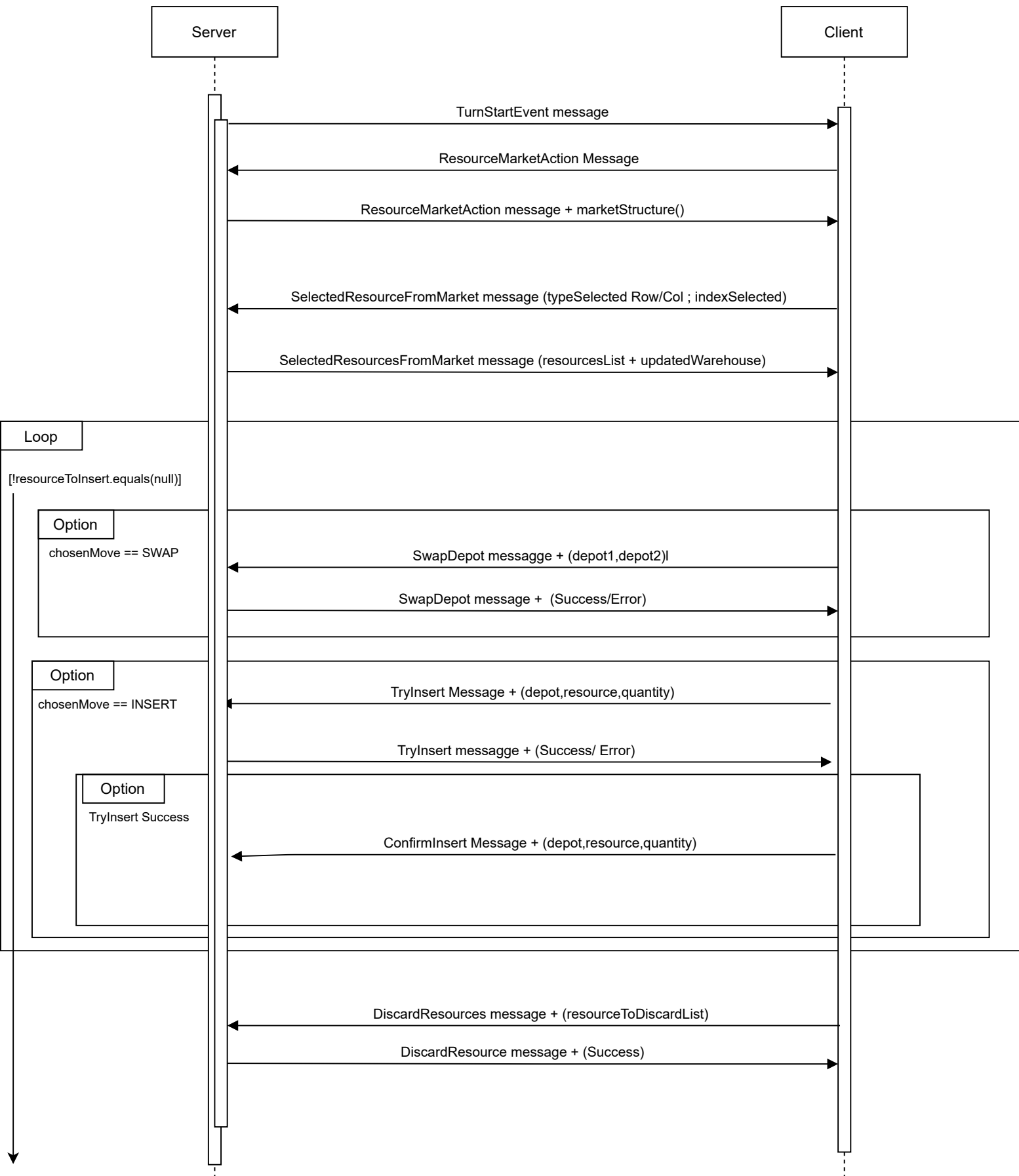
All the messages send through the net are elaborated with a visitor pattern

Both "Connected" message and "WaitForPlayers" are only one-directional

Both "ResourceMarketAction" ,"SelectedResourceFromMarket" ,"SwapDepot","TryInsert","DiscardResources"

are bi-directional, so it is used either by the server to ask the client
to manage action like choose where to insert resources in warehouse
, either by the client to send request for try to performe actions

acquisition of resources from the market



resourceToInsert corresponds to the list of resources that are obtained from the server and which need to be managed by the player,
who can choose to swap between depots, insert them inside a depot, or discard them all.

as long as that list isn't empty, the player choose which move to perform.

when the list is empty or he chooses to discard the ones remaining in it, the DISCARDING phase takes place,
which will consequently give faith points to all other players based on the number of discarded resources