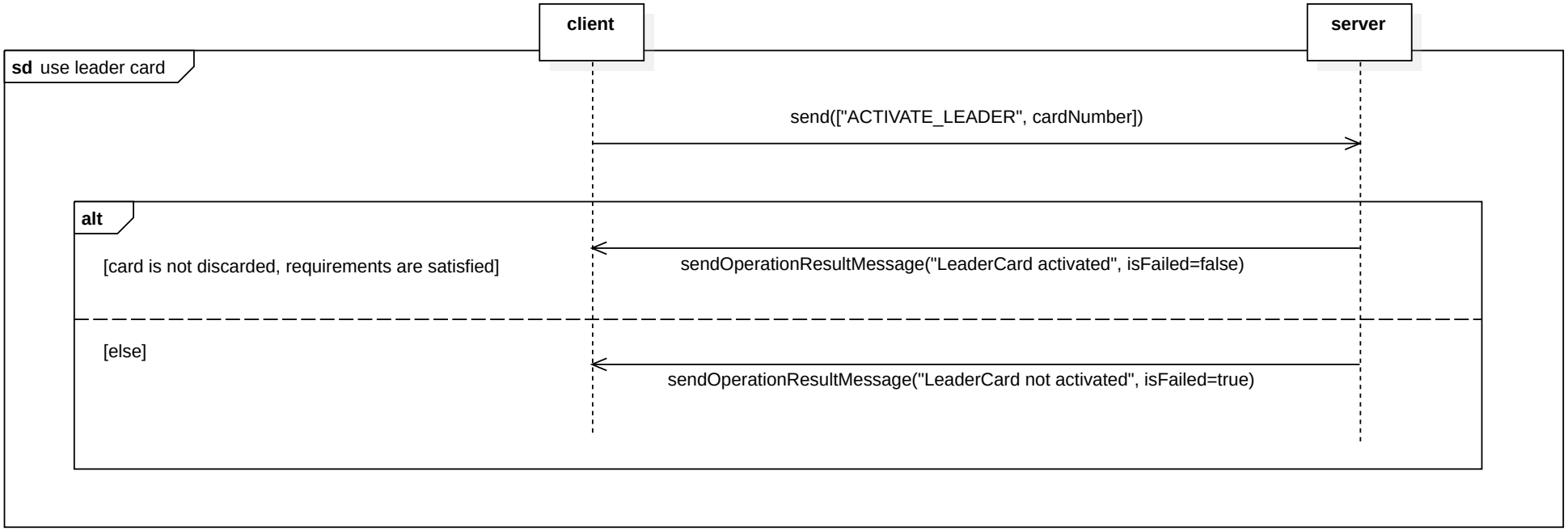
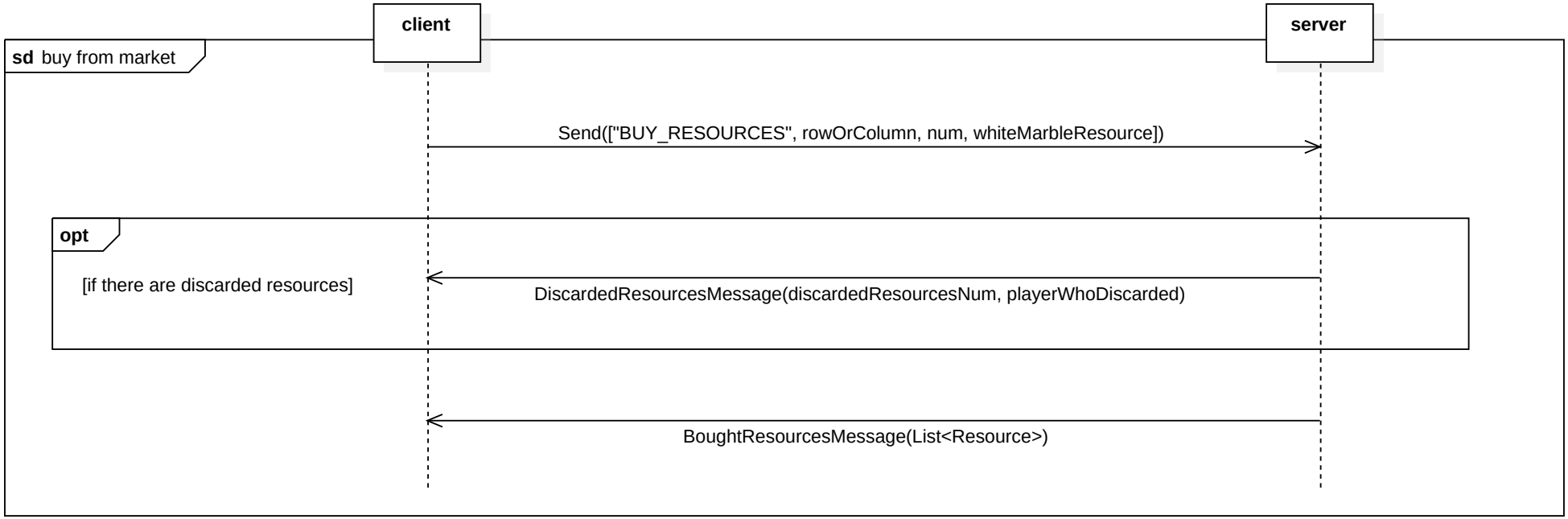


The client has already checked that the card has not been discarded and is not active.
The controller (server side) receives the client's command and calls activateLeader which sends a OperationResultMessage to the client.
The message is either "LeaderCard activated" if the activation requirements are satisfied and the boolean isFailed is set to false, or "LeaderCard not activated" and isFailed is true.

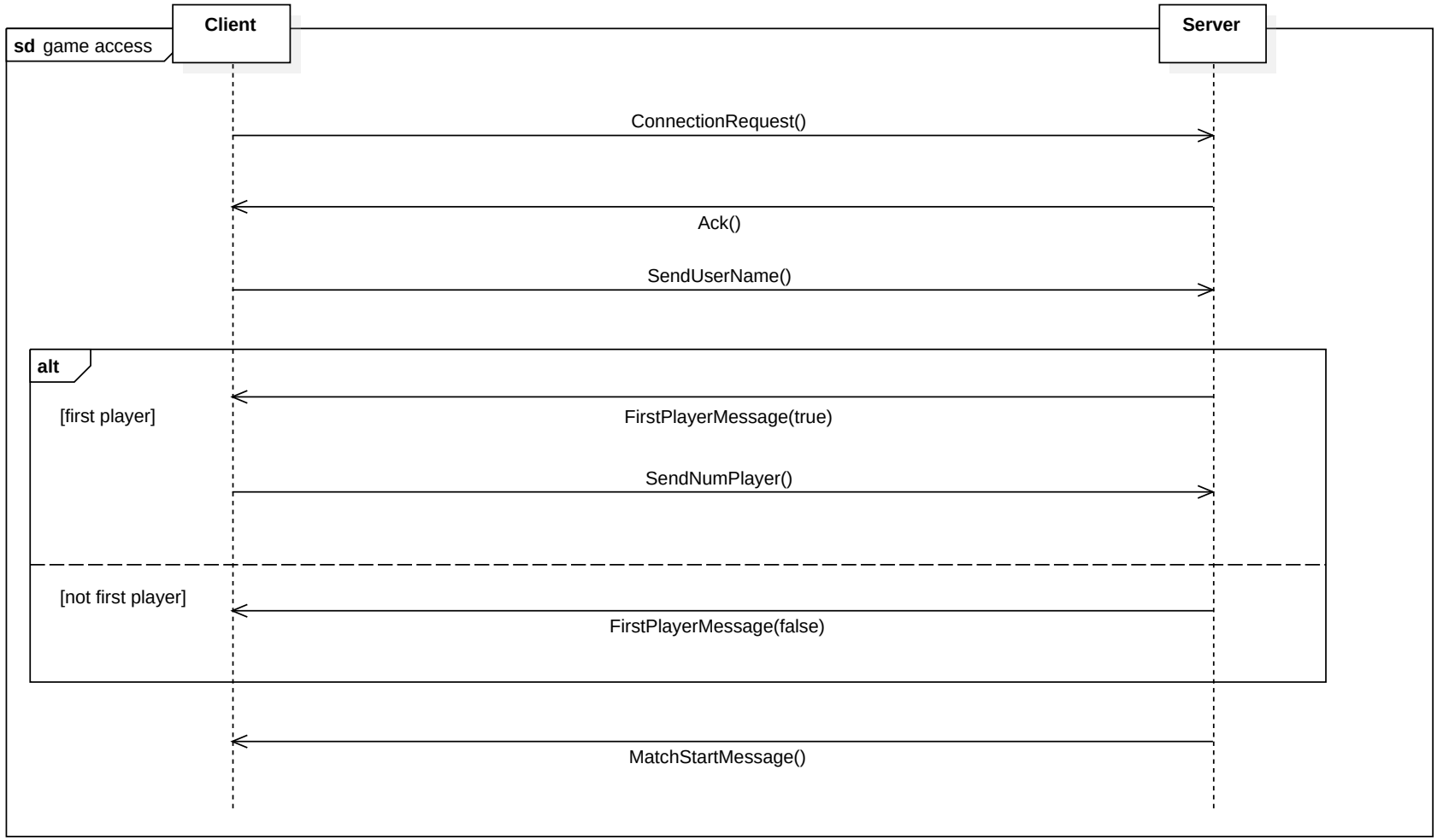


When the client wants to buy from the marbles market, it sends a message to the server specifying the row or column number to get the marbles from. If the client sees the player has two active SkillMarble leader cards, the message will also include the resource type to convert the white marbles to of one card chosen by the user.

The server checks if the player has any leader card with the "white marble" skill activated, and if so it converts the white marbles to the resource type of the leader card. In case of two active cards, it will convert the white marble to the "whiteMarbleResource" sent by the client.

If some purchased resources do not fit into the storage, the server sends a DiscardedResourcesMessage to every client connected to the match with the number of discarded resources and the name of the player who is discarding them.

The server sends a BoughtResourcesMessage with the list of purchased resources.



The NetworkHandler (client side) requests a connection to the server.
The ServerListener accepts the connection.
The client sends the username and if it is the first player joining the match, the server sends a firstPlayerMessage with the isFirstPlayer boolean set to true and the client then sends the player number; otherwise it sets isFirstPlayer to false.
The server notifies the client that the game has started and the game begin process (leader card distribution, initial resources...) begins.