

## Taking Resources from the Market

The diagram presents the scenario where the current player decides to perform a takeResource action (from the Marbles in the MarketTray). TakeRow(number) and TakeColumn(number) are valid respectively if 'number' is between 1 and 3 and between 1 and 4. The test of the correct value of "number" is performed locally by the client by calling the appropriate view method. If the number entered by the user is not correct, he must insert a new number until he inserts a valid one. The Manage Storage phase is firstly performed by the client through a view method, interacting with the current player; and then, the server validates the movements of Resources inside the Warehouse and between eventual additional depots obtained by playing Leaders. After this phase, if there are discarded resources, the server updates the faithMarker of other players by calling appropriate method on the model and notify this to all the players via a broadcast message.

