

Playing a Leader

The diagram presents the scenario where the current player (the client) decides to perform a LeaderAction (PlayLeader or DiscardLeader), and specifically to play a Leader.

After the player chooses the Leader to play, its power is activated if and only if the player satisfies its requirements. The check (CheckRequirements) is performed by the server, and the client can only proceed if the result is positive.

UpdateBoardView is the update that reflects the activation of a Power over the PlayerBoard view in the client, which means it needs to transport the changes that the Power causes (for example, the new Resource that the player can turn the white Marble into, or the new Production available).

