2. Giocare un Leader

Server sends a message to Client asking which LeaderAction to perform.
Let's assume the Client chooses to play a Leader; it sends the choice back to Server.
Server gets the Player's playable LeaderCards and sends them to Client, asking it
which LeaderCard it wants to play.
The choice on Client will now display the playable LeaderCards.
Client chooses the LeaderCard it wants to play and sends it back to Server.
Server checks one last time if it's really playable.
If some checking goes wrong, an error message will be send to Client.

```
        :Client                                      :Server

           │◄───── askLeaderAction(leaderActions) ──────────│
           │
           │◄─┐ displayChoices(leaderActions)
           │  │
           │
           │──────── sendSelectedAction(leaderAction) ──────►│
           │                                                 │◄─┐ getPlayableLeaders()
           │                                                 │  │
 ┌─ opt ──────────────────────────────────────────────────────────────────┐
 │ numberOfLeaders > 0                                                      │
 │         │◄───────── askLeader(leaderCards) ──────────────│              │
 │         │                                                               │
 │         │◄─┐ displayChoices(leaderCards)                                │
 │         │  │                                                            │
 │         │                                                               │
 │         │──────── sendSelectedLeader(leaderCard) ────────►│             │
 │         │                                                 │◄─┐ isLeaderPlayable(leaderCard)
 │         │                                                 │  │          │
 │ ┌─ opt ──────────────────────────────────────────────────────────────┐ │
 │ │ isLeaderPlayable == true                              │◄─┐ activateLeader(leaderCard)
 │ │                                                       │  │          │ │
 │ │─────────────────────────────────────────────────────────────────────│ │
 │ │ isLeaderPlayable == false                                           │ │
 │ │        │◄──────── sendErrorMessage(message) ──────────│             │ │
 │ └─────────────────────────────────────────────────────────────────────┘ │
 │                                                                         │
 │─────────────────────────────────────────────────────────────────────────│
 │ numberOfLeaders <= 0                                                     │
 │         │◄──────── sendErrorMessage(message) ───────────│               │
 └─────────────────────────────────────────────────────────────────────────┘
```