2. Giocare un Leader

The controller is implemented by using the Strategy Pattern.
The Sequence Diagram shows the activation of a LeaderCard.

In the first place, Server checks if the current Player can perform a LeaderAction: if the Player can't play a LeaderAction, goes to the next state of the pattern.
If the player can perform a LeaderAction, Server checks if the previous message already contains a LeaderAction: if so, changes the state to ActivateOrDiscardLeaderTurnState, otherwise asks Client which LeaderAction it wants to perform; then the state is changed to ActivateOrDiscardLeaderTurnState.
Before continuing, Server checks if the new Client message contains the UndoOption, which will make the state change to the previous one (ChooseLeaderActionTurnState).
Server then checks if the message contains a LeaderCard: if so, checks if it is really playable, otherwise asks Client which LeaderCard it wants to use.
After checking the LeaderCard is playable, Server activates it, otherwise sends an error message to Client and then the LeaderCards again.