



When it's player turn he can choose to "Activate leader card action" after that the server handler start the activation leader context and send it to the server. The server check the unactive cards, then the player select which cards he decide to activate.

After the server get the card to activate it check if the requirments of the cards and activate only the fulfilled requirement cards

The communication between the server and the client is based on event emit and event subscribe. which is the observer pattern.