Play card

Client → Server (self): initTurn(hand, deck, availablePositions, currTurn, lastTurn, board)

Client ⇢ Server: initTurnAck()

Note: If user wants to flip the card, it's managed by the client controller

loop [Until successfull placement]

Client → Server: placeCard(cardId, position, side)

alt [Valid placement]

Server ⇢ Client: placeCardSuccess(updatedPlayerPoints, updatedGoalsPoints)

Server ⇢ Client: placeCardFailure()