Draw card

```
Client                                                          Server
  |                                                               |
  |  alt  [If user wants to draw resource card]                   |
  |                                                               |
  |              drawResource(index)                              |
  |-------------------------------------------------------------->|
  |- - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -|
  |                                                               |
  |              drawGold(index)                                  |
  |-------------------------------------------------------------->|
  |                                                               |
  |           drawSuccessfull(updatedHand)                        |
  |<- - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
  |                                                               |
  |                  endTurn()                                    |
  |-------------------------------------------------------------->|
  |                                                               |
  |                                    Asynchronously to all players
  |                                                               |
  |            gameState(playersBoards)                           |
  |<--------------------------------------------------------------|
  |                                                               |
```