sd PLAY CARD

Client → Server: playCard (Card card)

Server → Client: askSide()

Client ⇢ Server: onSide()

Alt

[gold Card Front]

Client → Server: player.Resources (int[7])

  Alt

  [valid Resources]

  Server → Client: GetAvailableBoxes: (GameBoard playerBoard)

    Loop

    [until valid configuration]

    Client → Server: SelectBox (int X, int Y)

      Alt

      [valid configuration]

      Server → Client: Ack Message (true)

      [invalid configuration]

      Server → Client: Ack Message (false)

  Client → Server: placeCard (Card card)

  [invalid Resources]

  Server → Client: NotEnoughResourcesError()

[resource Card both side & gold back]

Server → Client: GetAvailableBoxes: (GameBoard playerBoard)

Client → Server: SelectBox (int X, int Y)

  Loop **[until valid configuration]**

    Alt

    [valid configuration]

    Server → Client: Ack Message (true)

    Text

    [invalid configuration]

    Server → Client: Ack Message (false)

Client → Server: placeCard (Card card)

When the player decides which card to play, from the ones in his possession, the choice is sent to the server, that asks the player which side of the card he wants to play.
After choosing the side, if the card is played front-side, and if it is a gold card, the server will check whether there are enough resources to play that specific card or not.
If the resources are insufficient, the program will call the NotEnoughResourceError() function.
Otherwise, the SD will be the same for front-side gold cards, and all other options (back-side gold cards and both sides of resource cards), asking the player where he wants to play the choosen card, looping until a valid configuration.
When the player eventually finds a valid configuration the program processes the command, and places the card.