```
        ┌─────────┐                              ┌─────────┐
        │ Client  │                              │ Server  │
        └────┬────┘                              └────┬────┘
             │              drawCard()                │
             │───────────────────────────────────────▶│
   ┌─────┐   │                                        │
   │ alt │   │                                        │
   └─────┘   │           AckMessage(true)             │
             │◀- - - - - - - - - - - - - - - - - - - -│
             │              selType()                 │
             │◀───────────────────────────────────────│
      ┌─────┐│                                        │
      │ alt ││        drawResourcesCard()             │
      └─────┘│- - - - - - - - - - - - - - - - - - - -▶│
             │                                        │
             │          drawGoldsCard()               │
             │- - - - - - - - - - - - - - - - - - - -▶│
             │                                        │
             │              selPlace()                │
             │◀───────────────────────────────────────│
      ┌─────┐│                                        │
      │ alt ││          drawFromDeck()                │
      └─────┘│- - - - - - - - - - - - - - - - - - - -▶│
             │                                        │
             │          drawFromBoard()               │
             │- - - - - - - - - - - - - - - - - - - -▶│
       ┌─────┐                                        │
       │ opt ││          selPosition()                │
       └─────┘│◀──────────────────────────────────────│
             │           pickPos(int: x)              │
             │- - - - - - - - - - - - - - - - - - - -▶│
             │ playerHandMessage(String: username, List<Card>: hand)
             │◀───────────────────────────────────────│
             │          AckMessage(false)             │
             │◀- - - - - - - - - - - - - - - - - - - -│
             │                                        │
```

The client requests to draw a card, the server checks if the player can draw the card (i.e. checks if the deck is empty or if the game is in the last turn) and sends an AckMessage().
After selecting the card and the position to draw it from, the server updates the client view of the player's updated hand.