PLAY A LEADER CARD

This sequence diagram starts with the client choosing the leader card that wants to play. The next action that the client has to perform is choosing between activating or discarding the card. In both cases the sever checks the card in order to confirm it is a valid one (own by the player and not yet discarded).

- If the chosen action is to activate the card: the server invokes the necessary methods to try enabling the card. If requirements are satisfied the card is rotated upfront on the personal board, otherwise an error message is displayed.

- If the chosen action is to discard the card: the card is discarded and faith points are added to all the other players of the match.

interaction LeaderCard action

Client
Server

chooseLeaderCard()

opt [if decision]

alt.

[activate leader]
ActivateLeaderEvent(leaderChosen)

opt [if leaderChosen]

alt.

[leaderChosen is not valid]
failEvent("leader card isn't valid")

[else]

enable()

alt.

[if requirements
are satisfied]
RotateCardEvent

[if requirements
are not satisfied]
failEvent("requirements not satisfied")

[discard leader]
DiscardLeaderEvent(leaderChosen)

opt [if leaderChosen]

alt.

[leaderChosen is not valid]
failEvent("leader card isn't valid")

[else]

discard and
add faith