

GET RESOURCES FROM THE MARKET

This sequence diagram starts with the client choosing a row or a column in order to take the corresponding resources from the market tray. For each white marble (in case of white marble leader ability activated), the client is asked to perform a choose in resource type for the resource conversion.

The server, after invoking the necessary methods, returns an array of equivalent resources that have to be added to the warehouse.

For each element of the array, the player has to choose an action to perform:

- Put a resource in the PlusSlot (in the leadercard).
- Put a resource in the warehouse: client has to specify the level and the quantity of resources he wants to add. The client has the opportunity to modify the resource order in the warehouse before adding.
- Discard the resource.

interaction Get Resources from Market Tray

