

## 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 strongbox.

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

- Put a resource in the PlusSlot (if there's a leadercard card activated with that ability type).
- Put a resource in the warehouse.
- Discard the resource.

# interaction Get Resources from Market Tray

