

PlayerAccess:

The diagram explains the messages exchanged while accessing a multiplayer game, for the single player the diagram would be a less detailed version of the diagram, where there is no "BonusRes" section.

PlayLeader:

The Diagram starts with the Client intention to play a leader. The server checks if the leader can be played and performs the action. If it can't be played (because the requirements of the leader are not satisfied) the Server responds with an error message (stating the problem) to the client. After that the action is completed and the client can perform another action.

BuyFromMarket:

The Diagram starts with the client intention to Buy from the Market. The server asks to select the Row and column from the market, and waits for a valid input from the client. If the Selection is correct The Server Proceeds to store the resources. If a resource needs to be discarded the process is handled automatically only if the Resource is already present in a level of the storage. If the User needs to choose which resource to store (between 2) then the server asks the client which resource to discard and which to store. After the selection the Action finishes.