

The client sends the buyRow or the buyColumn message to the server in the diagram is shown only the buyRow action, buyColumn is its counterpart.  
The resources bought from the market are stored in the swap area ready to be arranged.  
The methods provided by warehouseDepots to enable a rearrangement of the storage are moveToLevel and moveToSwap.  
After the resources are arranged if the swap is not empty the player must drop resources enabling a bonus faith to the opponents.

