

When the client answers to the server with BUY_FROM_MARKET action, within the Model the choosePlay and the getMarketStructure methods are called. After that the server wants to know which column/row the client chooses and consequently calling the buyFromMarket method of the Model. Later for each Marble gotten...
If it is coloured (except RED) or it's WHITE and the player has a TransformWhiteMarble Ability activated, the client must manage the resources owned (moveResource) and received (discardResource/putResource), if the player discards a resource, every other player increases their FaithMarker by one and it's checked whether the game is over.
If it's RED the player's FaithMarker moves on and it's checked whether the game is over.
After all it is checked whether the player cannot make any moves.

