LEADER CARDS

Among the possible actions that a player can choose there are ACTIVE_LEADER_CARD and REMOVE_LEADER_CARD .

When ACTIVE_LEADER_CARD is chosen by the client, the server shows to the client the list of which LeaderCards are inactive and can be Activated. If there is at least one card, the client chooses which one he wants and then the Model calls the activeCard method for the LeaderCard chosen. Otherwise, when REMOVE_LEADER_CARD is chosen, the player chooses which Leader Card he wants to discard (he can choose only the Leader Cards that are inactive) and it is removed from the Player's Leader Cards, whom increases his FaithMarker in the FaithTrack of one position, checking wether the game is over.

If he chooses an action from these two that he can't do, he will receive a msg from the server that asks him to change the ActionTurn.

alt ["activate"]

player.activateLeaderCard(int card)
nextAction()

["remove"]

player.discardLeaderCard(int card)

VNotifyPositionIncreasedByMsg notify

...

nextAction()

[leaderCardAffordable().size == 0]

"sorry you cannot activate/delate any leader card"

CChangeActionTurn msg2

sendMsg(msg2)

flush()

addInQueue
notify(CONTR,queue(0))

receiveMsg(msg2)

notify(CONTR,msg2)

receiveMsg(msg2)

findUserRoom.notify(CONTR,msg2)

receiveMsg(msg2)

detach(CONT, actionController)
actionController= null

VChooseActionTurnRequest msg

...