

Use Case: Place Flags

Summary: Use case for how a player places flags on the aim board in support of Prospective memory

Priority: Low

Extends: -

Includes: -

Participators: Client

Normal flow of events:

Player places a flag on the aimboard

	Actor	System
1	Right clicks an empty square in the grid on the aim board	Places a memorial flag in clicked square

Alternate flows:

Flow 1.1: Player removes a flag from the aimboard

	Actor	System
1.1	Right clicks a square with a flag in the grid on the aim board	Removes flag from clicked square