

# DrawTokensAndCounters

## Use Case: DrawTokensAndCounters

**Scope:**

**Level:** Subfunction

**Multiplicity:** Only one *player* can interaction with the *system* at a time.

**Intention in Context:** The intention of the *player* is to draw two tokens and decide which one to place face-up.

**Primary Actors:** *Player*

**Main Success Scenario:**

1. *System* informs *player* that it is their turn.
2. Current *player* informs *system* that they are ready to draw.
3. *System* informs *player* of the tokens draw (2 in total).
4. Current *player* informs *system* which token they want to keep face-up and which one to keep face-down.
5. *System* informs all other *players* of the current *player*'s decision.
6. *System* informs the current *player* that it us the end of their turn; Use case end in success.

**Extensions:**

- (1-3)a. Current *player* informs *system* that they wish to check on another *player*'s game area. Use case continues at current step.

# PlanTheTravelRoad

## Use Case: PlanTheTravelRoad

### Scope:

### Level: Subfunction

**Multiplicity:** Only one *player* can interaction with the *system* at a time.

**Intention in Context:** The intention of the *player* is to place token(s) on a selected road.

### Primary Actors: *Player*

### Main Success Scenario:

1. *System* informs *player* that it is their turn.
2. Current *player* informs *system* about what action they want to perform.  
Possible actions are:
  - Place Non-Spells (data: which token to place, Transportation Counter/ Obstacle/ Gold Piece and on which road to place it)
  - Use Double Magic Spell (data: the road to place the spell on and the second Transportation Counter)
  - Use Exchange Magic Spell (data: two roads to exchange Transportation Counters)
3. *System* informs all other *players* of the current *player's* decision.
4. *System* informs the current *player* that it us the end of their turn; Use case end in success.

### Extensions:

(1-2).a. Current *player* informs *system* that they wish to pass. Use case ends in success.

2.a. Current *player* informs *system* that they wish to give up all selections and start from the beginning. Use case continues at 2.

2.b. *System* informs *player* that there are no compatible road/ Transportation Counter for the selected action. Use case continues at 2.