

Draw tokens and counters

Use Case: Draw tokens and counters

Scope:

Level: Subfunction

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

Extensions:

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

Plan the travel road

Use Case: Plan the travel road

Scope:

Level: Subfunction

Multiplicity: Only one *player* can interaction with the *server* 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. *Server* informs *player* that it is their turn.
2. Current *player* informs *server* about what action they want to perform. Possible actions are:
 - Place Non-Spells
 - Use Double Magic Spell
 - Use Exchange Magic Spell
3. *Server* informs all other *players* of the current *player's* decision.
4. *Server* informs the current *player* that it us the end of their turn;
Use case end in success.

Extensions:

- (1-2).a. Current *player* informs *server* that they wish to pass. Use case ends in success.
- 2.a. Current *player* informs *server* that they wish to give up all selections and start from the beginning. Use case continues at 2.

PlaceNonSpells

Use Case: PlaceNonSpells

Scope:

Level: Subfunction

Intention in Context: The intention of the *player* is to place a token other than magic spells on a road.

Primary Actors: *Player*

Main Success Scenario:

1. Current *player* tells *server* which token they wish to place.
2. *Server* informs *player* about the compatible roads.
3. Current *player* informs *server* the road they decide to place the token.
4. Use case ends with success.

Extensions:

- 2.a. *Server* informs *player* that there are no compatible roads under the selection of step 1. Use case continues from step 1.
- (1-3).a. Current *player* informs *server* that they wish to pass. Use case ends in failure.

UseDoubleSpell

Use Case: UseDoubleSpell

Scope:

Level: Subfunction

Intention in Context: The intention of the *player* is to use a double spell on a road.

Primary Actors: *Player*

Main Success Scenario:

1. Current *player* tells *server* which Double Spell they wish to use.
2. *Server* informs *player* about the compatible roads.
3. Current *player* informs *server* the road they decide to use the spell.
4. *Server* informs *player* the possible choice of the second Transportation Counter.
5. Current *player* informs the *server* their choice of the second Transportation Counter.
6. Use case ends with success.

Extensions:

- 2.a. *Server* informs *player* that there are no compatible roads under the selection of step 1. Use case continues from step 1.
- (1-3).a. Current *player* informs *server* that they wish to pass. Use case ends in failure.

UseExchangeSpell

Use Case: UseExchangeSpell

Scope:

Level: Subfunction

Intention in Context: The intention of the *player* is to use an exchange spell on two roads.

Primary Actors: *Player*

Main Success Scenario:

1. Current *player* tells *server* which exchange spell they wish to use.
2. *Server* informs *player* about the compatible roads.
3. Current *player* informs *server* the first road they mark as exchange.
4. *Server* informs *player* about the compatible roads.
5. Current *player* informs *server* the second road they mark as exchange.
6. Use case ends with success.

Extensions:

- 2.a. *Server* informs *player* that there are no compatible roads under the selection of step 1. Use case continues from step 1.
- 4.a. *Server* informs *player* that there are no compatible roads under the selection of step 1. Use case continues from step 2.
- (1-5).a. Current *player* informs *server* that they wish to pass. Use case ends in failure.

