**ReserveDevelopmentCard**

**Use Case**: ReserveDevelopmentCard

**Scope:** Splendor

**Level:** Subfunction

**Intention in Context:** The intention of the *Players* is to reserve a chosen development card as well as get one gold token if available.

**Primary Actor:** *Player*

**Secondary Actors:** *Player (who play the role of opponent)*

**Main Success Scenario:**

1. Current *Player* informs *System* about which development card from the game board (including Orient cards and face-down decks) they would like to reserve.
2. *System* replenishes card if there are still cards of corresponding category left and informs *Players* of new game state.

**Extensions:**

1a. *System* determines that the current *Player* already has three cards reserved. The use case ends in failure.

1b. *System* determines that the number of tokens in the current *Player*’s inventory exceeds 10.

1b.1. *System* informs *Player* to return tokens until *Player* only has 10 or less tokens left in their inventory.

1b.2. *Player* informs *System* which tokens *Player* would like to return. The use case continues at step 2.