PurchaseDevelopmentCard

Use Case: PurchaseDevelopmentCard

Scope: Splendor

Level: Sub Function

Intention in Context: Intention of the Player is to purchase a development card of their choice from the game board by spending gem tokens as necessitated by the cost detailed on the card and adding it to their inventory.

Primary Actor: Player

Secondary Actors: Player (who can observe the changes in the game state and inventories)

Main Success Scenarios:

1. Current Player informs System that they would like to purchase a development card of their choice from the game board.
2. System checks the player’s inventory to ensure that they possess the required gem tokens and/or card bonuses to spend to cover the cost for the development card.
3. If the check is passed then the System adds the development card to the Player’s inventory while subtracting the appropriate gem tokens from it.
4. The System checks the development card deck on the game board to see if a new card can be added to the row to replace the one that was purchased.
5. If the check is passed, the System updates the game board with the new card from the deck and informs the Player of the new game state.

Extensions:

2a. System ensures that the token cost values of the development card match the numbers of the tokens and bonuses in the player’s inventory; if not the use case ends in failure.

4a. System ensures that the number of cards in the deck pile of the corresponding row has not been depleted/reduced to 0; if so the card slot in the row is not replaced with a new development card.

3a. 1. (Orient Expansion) If the purchased development card allows a Player to claim a free card of a particular level, the System will prompt the user to select one from the game board.

2. If the Player attempts to select a card which is not of the level they are entitled to choose, the use case ends in failure and the Player is prompted by the System again.

3. If the Player selects an appropriate development card of the level they are entitled to, the System adds that card to the Player’s inventory, goes through Main Scenario 4 and informs them of the new game state.

3b. (Orient Expansion) If the purchased development card allows a Player to pair it with another development card to increment the gem bonus, the System will prompt the Player to select a card from their inventory for pairing. They will then increment the bonus counter of the gem corresponding to the Player’s choice and inform them of the new game state.