**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 play the role of opponents)

**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* adds the card to the current *Player*’s inventory, removes the required tokens from their inventory and informs *Players* of the new game state.
3. *System* replaces the purchased card with a new card from the deck and informs *Players* of the new game state.

**Extensions:**

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

2b. (Orient Expansion) The purchased development card allows the current *Player* to claim a free card of a particular level,

2b.1. *System* prompts the current *Player* to select a free card from that level of the game board.

2b.2. *Player* informs *System* which card they have selected.

2b.3. *System* adds that card to the *Player*’s inventory, use case continues at step 3.

2c. (Orient Expansion) The purchased development card allows a Player to pair it with another development card to increment the gem bonus

2c.1. *System* prompts the current *Player* to select a card from their inventory for pairing.

2c.2. Current *Player* informs the *System* which card they have selected.

2c.3. *System* increments the bonus counter of the gem corresponding to the *Player*’s choice and inform *Players* of the new game state; use case continues at step 3.

3a. *System* determines that the number of cards in the deck pile of the corresponding row has not been reduced to 0;

3a.1. *System* does not replace the card slot in the with a new development card; use case ends in success.