**TakeTurn**

**Use Case**: TakeTurn

**Scope**: Splendor

**Level**: Sub Function

**Intention in Context**: Intention of the Players is to take their turn.

**Multiplicity**: Only one Player can take their turn simultaneously.

**Primary Actor**: Player

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

**Main Success Scenario**:

1. *System* informs current *Player* that it is their turn

2. Current *Player* informs *System* that they would like to perform one of the following actions:

* taking two gems of the same colour
* taking three gems of different colours
* reserving a development card
* purchasing a development card

3. Current *Player* informs *System* that they would like to end their turn.

4. *System* informs the current *Player* whether they qualify for a noble card

**Extensions**:

3a. *Player* informs *System* that they would like to undo the last action; use case continues at step 2.

4a. *System* determines that current *Player* qualifies for multiple noble cards and informs the current *Player* that they must choose a noble card

4a.1 Current *Player* informs *System* which noble card they would like to choose; use case ends in success