UseContextMenu

Use Case: UseContextMenu

Level: Sub Function

Intention in Context: Intention of the Player is to use the context menu of a card in order to perform an action other than the default purchase of the card; reserving the card or viewing its respective tooltip.

Primary Actor: Player

Secondary Actor: Player (who can view and interact with the context menu triggered on a card)

Main Success Scenarios:

1.1. Current Player triggers a context menu on a card of their choice and informs the System that they would like to reserve a card from the game board.

1.2. System performs the ReserveDevelopmentCard function on the card the player has chosen.

1.3. 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.

1.4. 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.

2.1. Player(s) trigger a context menu on a card of their choice and inform the System that they would like to view the tooltip for that particular card.

2.2. The System retrieves the tooltip information for the card and displays it to the Player.

Extensions:

3a. 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.