Title: End of Day

Actors: Player, Admin

Trigger: There is one scene left

Pre-Conditions: There must only be one scene left to shoot

Post-Conditions: Board will be reset for next day

Basic Flow:

Desc: Board is reset for next day of play

1. Admin verifies there are 4 or more players
2. Admin verifies it is not the fourth day
3. Players move all die back to the trailers
4. Admin removes the last scene card from the board
5. Admin deals 10 new scene cards, face down
6. Admin replaces all the shot counters

Termination Outcome: Board is ready for next day, play continues with next player

Alt Flow 1A: Less than 4 players

Desc: Board is reset for next day of play

1. Admin verifies there are 3 or less players
2. Admin verifies it is not the third day
3. Players move all die back to the trailers
4. Admin removes the last scene card from the board
5. Admin deals 10 new scene cards, face down
6. Admin replaces all the shot counters

Termination Outcome: Board is ready for next day, play continues with next player

Alt Flow 1A1A1: It is the third day

Desc: Game is finished, moving to scoring

1. Admin verifies it is the third day
2. Admin moves to scoring (extended use case)

Termination Outcome: Game is ready to be scored

Alt Flow 2A: It is the fourth day

Desc: Game is finished, moving to scoring

1. Admin verifies it is the fourth day
2. Admin moves to scoring (extended use case)

Termination Outcome: Game is ready to be scored