Title: Setup Game

Actors: Admin, Bank

Trigger: Player wants to start game

Pre-Conditions: Game materials must be present, including boards, cards, currencies, and game pieces. There must be between 2 and 8 players.

Post-Conditions: Game is ready to be played

Basic Flow:

Desc: Game is setup to be played with 4 players.

1. Admin arranges board in “basic” arrangement, with the jail in the top left, main street in the top right, secret hideout in the bottom left, and church in the bottom right
2. Admin shuffles the deck of cards and deals one card to each set on the board
3. Admin places shot markers on each of the scenes
4. Admin verifies that there are 4 players
5. Admin places 4 6-sided die in the trailers, each representing a player, each with 1 facing up (signifying a rank of 1)
6. Admin chooses one player to act as the bank (can be admin)

Termination Outcome: Game is ready to play with 4 players

Alt Flow 4A: 2 Players

Desc: Game is setup to be played with 2 players

1. Admin verifies that there are 2 players
2. Admin places 2 6-sided die in the trailers, each representing a player, each with 1 facing up (signifying a rank of 1)
3. Admin chooses one player to act as the bank (can be admin)

Termination Outcome: Game is ready to play with 2 players

Alt Flow 4B: 3 Players

Desc: Game is setup to be played with 3 players

1. Admin verifies that there are 3 players
2. Admin places 3 6-sided die in the trailers, each representing a player, each with 1 facing up (signifying a rank of 1)
3. Admin chooses one player to act as the bank (can be admin)

Termination Outcome: Game is ready to play with 3 players

Alt Flow 4C: 5 Players

Desc: Game is setup to be played with 5 players

1. Admin verifies that there are 5 players
2. Admin places 5 6-sided die in the trailers, each representing a player, each with 1 facing up (signifying a rank of 1)
3. Admin chooses one player to act as the bank (can be admin)
4. Bank assigns 2 credits to each player

Termination Outcome: Game is ready to play with 5 players

Alt Flow 4D: 6 Players

Desc: Game is setup to be played with 6 players

1. Admin verifies that there are 6 players
2. Admin places 6 6-sided die in the trailers, each representing a player, each with 1 facing up (signifying a rank of 1)
3. Admin chooses one player to act as the bank (can be admin)
4. Bank assigns 4 credits to each player

Termination Outcome: Game is ready to play with 6 players

Alt Flow 4E: 7 Players

Desc: Game is setup to be played with 7 players

1. Admin verifies that there are 7 players
2. Admin places 7 6-sided die in the trailers, each representing a player, each with 2 facing up (signifying a rank of 2)
3. Admin chooses one player to act as the bank (can be admin)

Termination Outcome: Game is ready to play with 7 players

Alt Flow 4F: 8 Players

Desc: Game is setup to be played with 8 players

1. Admin verifies that there are 8 players
2. Admin places 8 6-sided die in the trailers, each representing a player, each with 2 facing up (signifying a rank of 2)
3. Admin chooses one player to act as the bank (can be admin)

Termination Outcome: Game is ready to play with 8 players