Title: Take Role

Actors: Player

Trigger: The Take Role use case was triggered from Take Turn

Pre-Conditions: The player is not currently working on a role

Post-Conditions: The player has a role to work on

Basic Flow:

Desc: Player takes on a role

1. Player selects a role
2. Player verifies their rank is equal to or higher than the rank of the role
3. Player places their die on the role
4. Player verifies they have not moved this turn
5. Player works (extended use case)

Termination Outcome: Player’s turn is finished with them working

Alt Flow 2A: Player wants to upgrade

Desc: This scenario describes the alt situation where the player’s rank is too low for the selected role

1. Player verifies their rank is too low for the role
2. Player does not accept the role

Termination Outcome: The player does not accept a role

Alt Flow 4A: Player has moved this turn

Desc: This scenario describes the alt situation where the player has already moved

1. Player verifies they have already moved

Termination Outcome: The player takes a role