Title: Take Turn

Actors: Player

Trigger: It is the Player’s turn to play

Pre-Conditions: The player to the right of the current Player must be done with their turn

Post-Conditions: The Player has finished their turn

Basic Flow:

Desc: Player does nothing

1. Player verifies they are not working on a role
2. Player verifies they do not want to upgrade
3. Player verifies they do not want to move
4. Player verifies they do not want to take a role
5. Player’s turn ends

Termination Outcome: Player’s turn is finished with no actions taken

Alt Flow 1A: The Player is working on a role

Desc: This scenario describes the alt situation where the player is working on a role

1. Player verifies they are working on a role
2. Player works (extended use case)

Termination Outcome: Player has either acted or rehearsed

Alt Flow 2A: Player wants to upgrade

Desc: This scenario describes the alt situation where the player wants to upgrade their rank

1. Player verifies they want to upgrade
2. Player upgrades (extended use case)

Termination Outcome: if the player is at the Casting Office and has sufficient funds, they were upgraded

Alt Flow 3A: Player wants to move

Desc: This scenario describes the alt situation where the player wants to move their piece on the board

1. Player verifies they want to move and are not working on a role
2. Player moves (extended use case)
3. Player verifies they do not want to upgrade

Termination Outcome: The player moves their piece and does not upgrade

Alt Flow 3A3A: Player has moved and wants to upgrade

Desc: This scenario describes the alt situation where the player has moved their piece on the board and wants to upgrade

1. Player verifies they want to upgrade
2. Player upgrades (extended use case)

Termination Outcome: if the player is at the Casting Office and has sufficient funds, they were upgraded

Alt Flow 4A: Player wants to take a role

Desc: This scenario describes the alt situation where the player wants to take a role

1. Player verifies they want to take role and are not working on a role
2. Player takes role (extended use case)

Termination Outcome: The player takes a role