Title: Upgrade

Actors: Player

Trigger: The Upgrade use case was triggered from Take Turn

Pre-Conditions: The player is at the Casting Office

Post-Conditions: The player has been upgraded

Basic Flow:

Desc: Player upgrades their rank to rank 2

1. Player verifies they want to upgrade to rank 2
2. Player makes their payment (included use case) of 4 dollars or 5 credits
3. Player changes their dice to 2

Termination Outcome: Player’s rank is now 2

Alt Flow 1A: Player wants to upgrade to rank 3

Desc: Player upgrades their rank to rank 3

1. Player verifies they want to upgrade to rank 3
2. Player makes their payment (included use case) of 10 dollars or 10 credits
3. Player changes their dice to 3

Termination Outcome: Player’s rank is now 3

Alt Flow 1B: Player wants to upgrade to rank 4

Desc: Player upgrades their rank to rank 4

1. Player verifies they want to upgrade to rank 4
2. Player makes their payment (included use case) of 18 dollars or 15 credits
3. Player changes their dice to 4

Termination Outcome: Player’s rank is now 4

Alt Flow 1C: Player wants to upgrade to rank 5

Desc: Player upgrades their rank to rank 5

1. Player verifies they want to upgrade to rank 5
2. Player makes their payment (included use case) of 28 dollars or 20 credits
3. Player changes their dice to 5

Termination Outcome: Player’s rank is now 5

Alt Flow 1D: Player wants to upgrade to rank 6

Desc: Player upgrades their rank to rank 6

1. Player verifies they want to upgrade to rank 6
2. Player makes their payment (included use case) of 40 dollars or 25 credits
3. Player changes their dice to 6

Termination Outcome: Player’s rank is now 6