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| Name: | Choose Option 1 |
| Short description: | A player can choose this option, making what is stated on the button happen. |
| Precondition: | It is the player’s turn, they rolled the die and landed on a blue tile. |
| Postcondition: | It is the player’s turn, they rolled the die and landed on a blue tile. The card that is drawn gives a choice between two options. |
| Error Situations: | The popup does not disappear after pressing the button, the turn does not roll over |
| System state in the event of an error: | The popup stays, the same player may roll again |
| Actors: | Player |
| Triggers: | It is the player’s turn, they rolled the die and landed on a blue tile. |
| Standard Process: | 1. Player lands on blue tile after rolling die and choosing path 2. Popup appears giving the player a choice between one or more options 3. Player presses the left most button (option 1) 4. The effect stated on the button is applied 5. The popup closes |
| Alternative Process: | There is no alternative process. |

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| Name: | Choose Option 2 |
| Short description: | A player can choose this option, making what is stated on the button happen. |
| Precondition: | It is the player’s turn, they rolled the die and landed on a blue tile. The card that is drawn gives a choice between two options. |
| Postcondition: | The player experiences the effect that is described on the button. The popup disappears. |
| Error Situations: | The popup does not disappear after pressing the button, the turn does not roll over |
| System state in the event of an error: | The popup stays, the same player may roll again |
| Actors: | Player |
| Triggers: | It is the player’s turn, they rolled the die and landed on a blue tile. |
| Standard Process: | 1. Player lands on blue tile after rolling die and choosing path 2. Popup appears giving the player a choice between one or more options 3. Player presses the right most button (option 2) 4. The effect stated on the button is applied 5. The popup closes |
| Alternative Process: | There is no alternative process. |

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| --- | --- |
| Name: | Choose Player |
| Short description: | A player can choose this option, making what is stated on the button happen to a certain player (and to the current player in some cases). |
| Precondition: | It is the player’s turn, they rolled the die and landed on a blue tile. The card that is drawn gives a choice between players. |
| Postcondition: | The player and the selected player experience the effect that is described on the button. The popup disappears. |
| Error Situations: | The popup does not disappear after pressing the button, the turn does not roll over |
| System state in the event of an error: | The popup stays, the same player may roll again |
| Actors: | Player |
| Triggers: | It is the player’s turn, they rolled the die and landed on a blue tile. |
| Standard Process: | 1. Player lands on blue tile after rolling die and choosing path 2. Popup appears giving the player a choice between one or more players 3. Player presses any button with a player’s name on it 4. The effect stated on the button is applied to the chosen player and sometimes the current player as well 5. The popup closes |
| Alternative Process: | There is no alternative process. |

A diagram of a person with text

AI-generated content may be incorrect.