Afbeelding met diagram, lijn, cirkel, tekst

Door AI gegenereerde inhoud is mogelijk onjuist.

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| Name: | Roll die |
| Short description: | A player can roll a die at the start of their turn, to determine how many steps the player must take on the board. |
| Precondition: | It is the player’s turn |
| Postcondition: | The player takes the amount of steps the die rolled. |
| Error Situations: | The die returns a value of 0 or less |
| System state in the event of an error: | The player icon will not move |
| Actors: | Player |
| Triggers: | It is the player’s turn |
| Standard Process: | 1. Player presses roll die 2. Player icon moves the steps rolled by the die 3. System checks the tile the player lands on   *(3a) If the tile is coloured a card is drawn* |
| Alternative Process: | (2’) Player icon moves till it gets to a fork in the path  (3’) Player chooses a path  (4’) Player icon moves the remaining steps  (5’) System checks the tile the player lands on  *(5a’) If the tile is coloured a card is drawn* |

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| Name: | Choose a Path |
| Short description: | When a player arrives at a fork in the path, the player can choose which path it wants to follow. |
| Precondition: | It is the players turn, the player has arrived at a fork in the road and has remaining steps left |
| Postcondition: | The player continues moving on the selected path |
| Error Situations: | - |
| System state in the event of an error: | - |
| Actors: | Player |
| Triggers: | The player arrives at a fork in the path |
| Standard Process: | 1. The player arrives at a fork tile 2. The player selects a path 3. The player continues on the chosen path |
| Alternative Process: |  |

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| Name: | Execute Card |
| Short description: | When a player lands on a coloured tile a card is drawn. The player then has to execute the card, by pressing ok or making a choice. |
| Precondition: | The player has landed on a coloured tile |
| Postcondition: | The card is executed and the actions specified in the card are carried out. |
| Error Situations: | The card gives an error when executing |
| System state in the event of an error: | The actions in the card are not carried out |
| Actors: | Player |
| Triggers: | The player has landed on a coloured tile |
| Standard Process: | 1. The player has landed on a coloured tile 2. A card is drawn and shown on the screen 3. The player presses ok 4. (The card actions are executed) |
| Alternative Process: | (3’) The player makes a choice  (4’) The card actions are executed |