

Use Case Name	Move ship from one island to another.
Related Requirements	Ship should be able to move from one island to another.
Goal in Context	The player clicks on island routes to move ship from one island to another.
Preconditions	The ship should be present on island whose route is clicked. The ship needs to have enough fuel left to traverse to the next island.
Successful End Condition	The player reaches the destination island.
Failed End Condition	The player does not reach the destination island or game time is over.
Primary Actors	Player
Secondary Actors	None.
Trigger	Player chooses either Route A or Route B from the current island.

Main Flow	Step	Action
	1	Player clicks on either Route A or Route B of an island.
	2	Verify whether ship is present at that particular island.
	3	Fetch the destination island.
	4	Check if ship has enough fuel to reach destination island.
	5	Ship takes chosen route.
	6	Ship reaches destination island.
Extensions	Step	Action
	2.1	No action taken on ship if it is not present at the that island.
	4.1	Ship cannot move to destination island if there is not enough fuel left.
	6.1	Game ends if destination island is Treasure Island.