[Use case: Roll dice]

Actor: A Player

Summary: Player rolls dice and check if the player can move. If the player can move, then enter a command. If the command is valid, then player on the game moves according to the command. Otherwise, retry to enter a command.

Precondition: It’s the player’s turn at that time.

Success Guarantee: move the player’s position successfully.

Scenarios:

1. Player decides to roll a dice at the time when it’s player’s turn.
2. Considering the value of dice and cards the player has, check if the player can move.

2a. If the player can’t move, then the player’s turn is over.

1. If the player can move, then enter a command.

3a. If the command is invalid, then repeat step 3.

1. If the command is valid, then player on the game moves.
2. When player is moving, player can get a score if the player arrives at End or get an item.
3. If only one player is left on the game, then display scores of each player and exit the program.
4. Pass the turn to another active player.

[Use case: Stay at current position]

Actor: A Player

Summary: Player returns a card and stay at current position.

Precondition: It’s the player’s turn at that time and the player has at least one card.

Success Guarantee: return a card and stay at current position successfully.

Scenarios:

1. Player decides to stay at current position at the time when it’s player’s turn.
2. Return a card the player has.
3. Stay at current position.
4. Pass the turn to another active player.

[Use case: Load map data]

Actor: A Player

Summary: Before the game begins, player can choose which map data to load.

Precondition: It’s possible to load map data before the game begins.

Success Guarantee: Load map data successfully.

Scenarios:

1. Player decides to load specific map data.
2. Find the map data player wants to load.
3. If specific map data is chosen, then set the map data to load before the game begins.

3a. If canceled, then don’t change the map data to load.