

### Use Case #5

<b>Name</b>	Reserve Card
<b>ID</b>	UC5
<b>Brief Description</b>	A player can select a card a choose to reserve it for later.
<b>Actors (primary and supporting/secondary)</b>	Player
<b>Triggers</b>	Click on desired card.
<b>Preconditions</b>	Must be your turn and not taking any tokens.
<b>Primary Flow</b>	<ol style="list-style-type: none"><li>1. Click on the card that you want.</li><li>2. Click the reserve button.</li></ol> <p>.</p>
<b>Alternate Flows</b>	<ul style="list-style-type: none"><li>- 2A Attempts to reserve the card when reserve is full (2).</li><li>- 2A.1 - Gives error message</li><li>- 2A.2 - Click confirm</li></ul>
<b>Minimal Guarantees</b>	Game still runs, corrects player turn.
<b>Success Guarantees</b>	Player has a card in their reserve and is given a gold token (if any).