

Use Case #4

Name	Buy cards
ID	UC4
Brief Description	The player uses their cards and/or tokens to buy a card.
Actors (primary and supporting/secondary)	Player
Triggers	Click on desired card.
Preconditions	Must be your turn and not taking any tokens.
Primary Flow	1. Click on the card you want. 2. Click confirm
Alternate Flows	<ul style="list-style-type: none">- 1A Click on cancel<ul style="list-style-type: none">- 1A.1 - Return to the main player screen- 2A Attempts to buy card with insufficient funds.<ul style="list-style-type: none">- 2A.1 - Gives error message- 2A.2 - Click confirm
Minimal Guarantees	Corrects player's turn, game still running
Success Guarantees	Player has bought card in inventory and currency taken out.