Use Case ID:	UC-01
Use Case Name:	Start Screen
Description:	Players can start a game by choosing the number of players, each player choosing their game piece, and a player pressing start to bring them to the game board.
Users:	Players
Pre-conditions:	User has ran main.py and has the other players near them.
Post-conditions:	All players have picked game pieces and are ready to begin taking turns around the board.
Frequency of Use:	Once per game.

Flow of Events:

Actor Action	System Response	Comments
Click on the number of players who will be playing the game	The number the user clicked on will change color	
The players iteratively choose game pieces by clicking on the desired piece	When a game piece is clicked, it disappears	
The last player clicks their game piece	A start button appears	
Player clicks start button	Game board appears	

Test Pass?:	
Notes/Issues:	

Use Case ID:	UC-02
Use Case Name:	Dice Roll
Description:	Player rolls the dice, and can view the result on the screen.
Users:	Players
Pre-conditions:	It is the player's turn.
Post-conditions:	The player makes decisions based on which space they land on.
Frequency of Use:	1-3 times per turn.

Flow of Events:	Actor Action	System Response	Comments
	The User clicks the Roll Dice button	Two dice show up on the screen	
	(If doubles) Player clicks Roll Dice button again	Second dice roll results appear on screen	
	Player clicks anywhere on screen	Dice disappear and player game peice moves	

Test Pass?:	
Notes/Issues:	

Use Case ID:	UC-03
Use Case Name:	Property Information
Description:	Players can click any property in the game to seek information about it, such as rent, mortgage, number of houses, etc.
Users:	Players
Pre-conditions:	User is actively enganged in a game and seeks information about a particular proprety.
Post-conditions:	User returns to the normal board screen with information about the properties.
Frequency of Use:	Multiple times per turn.

Flow of Events:	Actor Action	System Response	Comments
	User clicks on B & O Railroad	Information about B & O Railroad appears in the middle of the game board	
	User views the information		
	User clicks anywhere on the board	The property information disappears	

Test Pass?:	
Notes/Issues:	