**Project: Conquer Ric**

**Project Team: c2t2m**

**Use Case: Wait turn button**

**Description:**  is a button on Board where the game takes action. When pressed ends the turn of the hero but not of the Player if more heroes have to move.

**Primary Actor**

Player

**Secondary Actor(s)**

None.

**Trigger**

Left mouse click, or hot key, or tab sequence

**Pre-Condition**

- Be present on the game board

- Hero must be highlighted

**Post-Condition**

- It enables the next hero turn

Or

- Enables the enemy to move if all the heroes have moved

**Main Sequence**

- Players turn

- Hero is selected

- Wait turn button is pressed

- Hero turn finishes

**Alternative Sequence(s)**

- Players turn

- Hero is selected

- The player performs a Move Operation (See Move Use Case for sequence)

- Wait Button is pressed

- Hero turns finishes

**Exceptions**

none

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**Edit History**

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