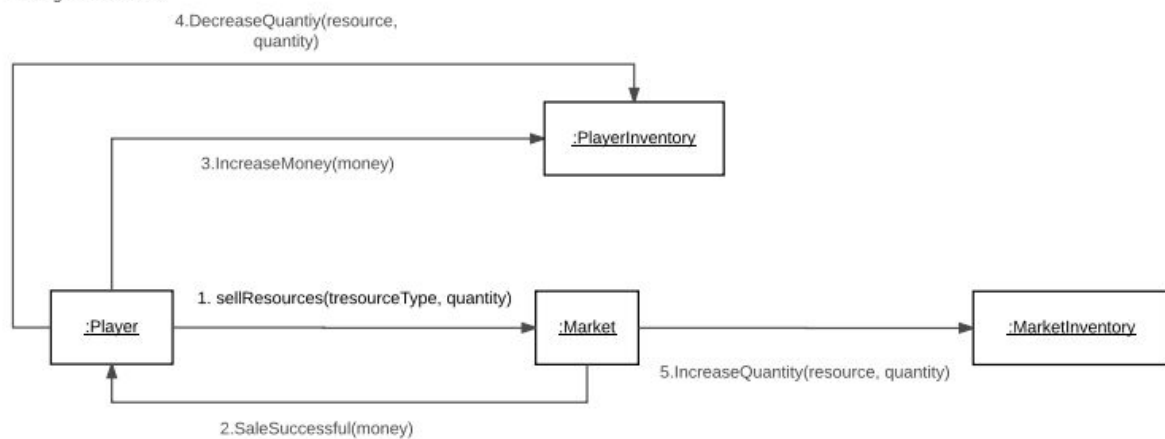


### Selling to market (assuming player has enough of the resource)

1. Player attempts to sell a given quantity of a resource
2. Player's inventory updated - reduce quantity of the resource
3. Player's inventory updated - increase money
4. Market's inventory updated - increase quantity of the resource

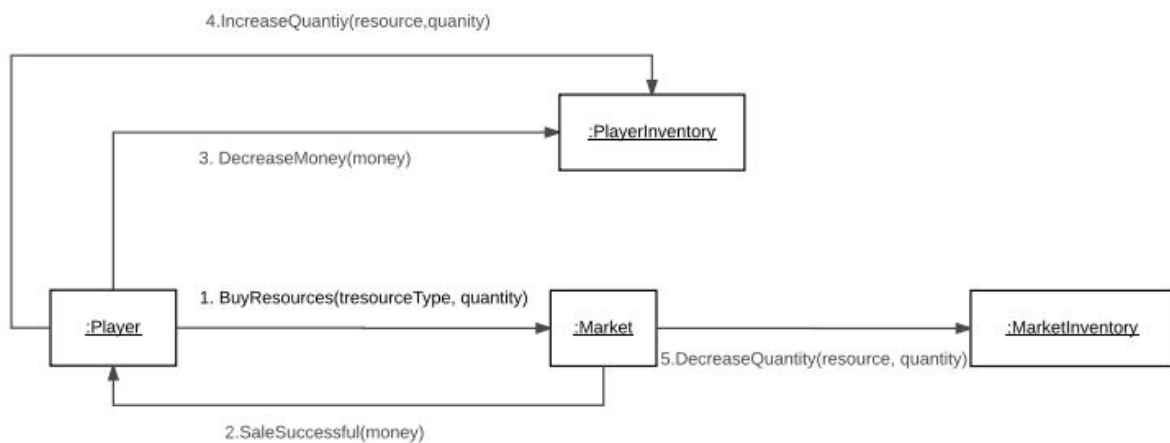
Selling to the market



### Buying from the market (assuming in stock and player has enough money)

1. Player attempts to buy a given quantity of a resource
2. Player's inventory updated - increase quantity of the resource
3. Player's inventory updated - reduce money
4. Market's inventory updated - reduce quantity of the resource

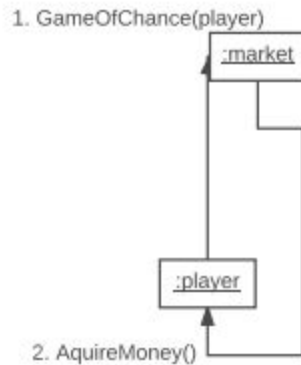
Buying from the market



### Game of chance (assuming win)

1. Player chooses to partake in a game of chance via the market
2. Player wins and is awarded money

Play game of chance (win)



(The sequence diagram below illustrates slightly simplified versions of all three of these use cases)

### Purchasing Roboticons

1. Requests to purchase roboticon from market
2. Check player's balance
3. If player has enough money
  - a. gains a roboticon
  - b. Player's cash amount decreases by market price of Roboticon

### Customising Roboticons (assuming uncustomized roboticon in inventory)

1. Select roboticon from inventory
2. Select customisation
3. Check balance if high enough
  - a. Apply customisation

### Placing a Roboticon (assuming roboticon in inventory and plot of land available)

1. Player selects an already acquired plot of land
2. Player selects a roboticon from inventory
3. Player places roboticon

Player's turn phase 1-3  
 (assuming items in stock,  
 able to aquire the selected  
 plot, able to place roboticon  
 on plot, enough money...)

