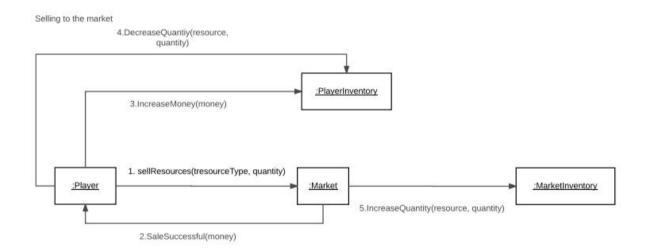
Selling to market (assuming player has enough of the resource)

- 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



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 reduce quantity of the resource
- 3. Player's inventory updated reduce money

Buying from the market

4. Market's inventory updated - increase quantity of the resource

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 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

<u>Customising Roboticons (assuming uncustomized roboticon in inventory)</u>

- 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...)

