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R ID	DESCRIPTION	UC STEPS
R1	Game initializes 4 Players(R1.1), adventure deck(R1.2), and event deck(R1.3)	UC 01 – STEP 1
R2	Distributes 12 adventure cards to each player (2.1), deck updated immediately (2.2)	UC 01 – STEP 2
R3	The game rounds will run in order of Player 1, Player 2, Player 3, Player 4 and so on	UC 01 – STEP 3 UC 02 – STEP 1-5
R4	Draws and displays the next event card, using a random generator	UC 02 – STEP 1
R5	Game affected by the event cards drawn Plague(5.1), Queen's Favor(5.2), Prosperity(5.3)	UC 02 – STEP 2a.2
R6	Checks if any player wins by having 7 or more shields, display their id and the game terminates	UC 01 – STEP 4 UC 02 – STEP 4
R7	Shield should always be positive (below 0 will set to 0)	UC 02 – STEP 2a.2i
R8	Any player with more than 12 cards will be asked to trim	UC 03 – STEP 1-2
R9	Discarded adventure and event cards should be restored and reused when deck is empty	UC 02 – STEP 2a
R10	Game finds an eligible sponsor Eligible: sponsor has enough foe cards(10.2)	UC 04 – STEP 2b
R11	Quest created and the sponsor builds the stages of the quest	UC 05 – STEP 1-4
R12	Game ensures stages have increasing values	UC 05 – STEP 2c
R13	Game iterates to find participant(s)	UC 04 – STEP 4.1
R14	Each stage contains only one foe card(14.1) and non-repeated weapon cards(14.2)	UC 05 – STEP 2a.1
R15	Check if current participant passed the stage	UC 04 – STEP 4.6 UC 06 – STEP 1-4
R16	Discard participant played cards if and only if played in the quest	UC 04 – STEP 4.7
R17	Game awards and updates shields to quest winner(s)	UC 04 – STEP 4.6.2 UC 04 – STEP 4.8
R18	Game discards quest cards and draws new cards for sponsor	UC 04 – STEP 5