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RESP. ID	DESCRIPTION	UC STEPS
R1	Game set up adventure and event deck, verifies the players and deck are initialized correctly	UC 01 – STEP 1
R2	Game distributes 12 adventure cards to each player, update the deck, stored in increasing order as given	UC 01 – STEP 2
R3	Game processes each player's turn in order, cycling through players until a winner is identified	UC 01 – STEP 3 UC 02 – STEP 1-5
R4	Game draws and displays the next event card, using a random generator	UC 02 – STEP 1
R5	Game applies effects based on the event card drawn	UC 02 – STEP 2a.2
R6	Game checks if any player wins (7+ shields), no players should have less than 0 shields	UC 02 – STEP 4 UC 01 – STEP 4
R7	Game terminates after identifying winners	UC 01 – STEP 4
R8	Game prompts player to trim hand if more than 12 cards	UC 03 – STEP 1-2
R9	Game prompts player to sponsor a quest	UC 04 - STEP 1
R10	Game checks if a valid quest sponsor is found	UC 04 – STEP 2b
R11	Game prompts sponsor to build quest stages	UC 05 – STEP 1-4
R12	Game ensures stages have increasing values	UC 05 – STEP 2c
R13	Game identifies eligible quest participants	UC 04 – STEP 4.1
R14	Game prompts participants for each quest stage	UC 04 – STEP 4.2
R15	Game resolves each participant's attack against a quest stage	UC 06 – STEP 1-4 UC 04 – STEP 4.6
R16	Game discards cards used in attacks and prompts players for valid actions if invalid inputs are detected	UC 04 – STEP 4.7
R17	Game awards shields to quest winners and updates scores, ensuring all player records are accurate	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