**MONOPOLY GAME USE-CASES**

1.

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| **Use Case** | Start Game |
| **Actors** | Player |
| **Basic Flow** | The player clicks on start button. The player will enter his name and his token color, followed by another player’s entering their name and their token color. |
| **Alternative Flow 1** | The player enters an invalid token color. The player is again asked by the game to enter a token color until he enters, he enters a valid token color. |
| **Pre-Conditions** | The game application is running. |
| **Post-Conditions** | A new game is started. |

2.

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| **Use Case** | Roll two die |
| **Actor** | Player |
| **Basic Flow** | The player clicks on Roll Die button. Two dies will be rolled and the sum of both dice values is displayed on the screen in a dialog box. The token of the player is then moved that much number of squares in clock-wise direction. |
| **Pre-Conditions** | The game has already started. |
| **Post-Conditions** | Dies have been rolled and the player token is moved to corresponding square. |

3.

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| **Use Case** | Move to a property |
| **Actor** | Player |
| **Basic Flow** | Player token reaches a particular square or property. Player can buy the property if it is not owned by anyone else. If it is owned by some other player then he/she has to pay the rent specified in the property. |
| **Alternate Flow 1** | Player token lands on Free Parking. Then the player doesn’t have to do anything. His token can be kept there without paying any rent. |
| **Alternate Flow 2** | Player token lands on Chance or Community card. Player draws a card from the top. Mostly it will be reward or in some case it would be a penalty. |
| **Alternate Flow 3** | Player token land on GO or pass over it while moving the token. Then he/she can collect a bonus money from the bank. |
| **Pre-Conditions** | The game has already started and the player has rolled the dies and his token reaches a particular property. |
| **Post-Conditions** | The player completes his move and the following step is also taken by the player and his turn ends. |