TakeTurnStealinSingleActor
Use Case: TakeTurnStealinSingleActor
Scope: ColtExpress
Level: Subfunction
Intention in Context: The intention of the *Player* is to have their action card played
Multiplicity: Only one *Player* can have their one action card played at one time
Primary Actor: *Player*
Facilitator Actor: money bag etc.
Main Success Scenario:

1. System informs Player that it is his/her turn
2. System informs Player what action card is being played
3. Player performs one of the followings:
    - a basic move, an action that involves one interaction with the system
    - a rob, an action that involves two interactions with the system
    - a ride, an action that involves one interaction with the system
4. System informs all Players about new game state

BasicMove
Use Case: BasicMove
Scope: ColtExpress
Level: Subfunction
Intention in Context: The intention of the *Player* is to make a basic move, i,e, a move that involves one input sent from the player to the system
Multiplicity: Only one *Player* can make a basic move at one time
Primary Actor: *Player*
Main Success Scenario:

1. System informs *Player* about which basic moves he/she can make. Possible basic moves are:
    - move to a train car (data: which train car to move to)
    - move to a roof (data: which roof to move to)
2. System updates the game state and informs all Players of the new state.

Rob
Use Case: Rob
Scope: ColtExpress
Level: Subfunction
Intention in Context: The intention of the *Player* is to take a loot token of their choice from the current car
Multiplicity: Only one *Player* can take up to one loot token at one time
Primary Actor: *Player*
Facilitator Actor: Money bag, Gem, Strongbox
Main Success Scenario:

1. System informs *Player* of the loot token(s) that he/she can choose to rob
2. System asks *Player* to choose one token
3. Player informs System about the loot token they choose to take (data: which loot token to choose)

4. System informs *Player* of the value of the loot token
5. System updates the game state and informs all Players about the new state.

Extensions:

1a. There are no loot tokens in the train car that *Player* is in.

1a. 1. System informs *Player* that he/she has nothing to rob; use case continues at step 5.

Ride

Use Case: Ride
Scope: ColtExpress
Level: Subfunction
Intention in Context: The intention of the *Player* is to ride a horse of his/her choice
Multiplicity: Only one *Player* can ride one horse at one time
Primary Actor: *Player*
Facilitator Actor: Horse (?)
Main Success Scenario:

1. System informs *Player* of the horse(s) that he/she can ride
2. *Player* informs System of the horse he/she choose to ride (data: which horse to ride)