

Use Cases

Use Case 1	Buying property	
Goal In Context	Purchasing a property from a user or the bank	
Scope and Level		
Preconditions	Property is unowned, user has adequate funds to purchase property.	
Success End Condition	Player purchases property	
Failed End Condition	Player does not purchase property	
Primary,	Player, Property	
Secondary Actors	Bank, Other Players	
Trigger	Player lands on a property.	
Description	Step	Action
	1	Player lands on a property
	2	Player checks if property is unowned
	3	Player decides if they want to purchase the property
	4	Player checks if they have adequate funds to purchase property
	5	System takes money from players wallet and deposits the money in the bank
	6	The player receives the title deed card
Extensions	Step	Branching Action
	2a	If property is owned, player pays rent on property
	3a	Player doesn't wish to purchase property so the property goes up for auction
	4a	Player cannot purchase property and property goes up for auction
	6a	If the player now owns all properties in a grouping, they can begin purchasing houses for those properties
Variations	Branching Action	
	1	Player purchases property through auction or deals with another player.

Use Case 2	Going to Jail
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Goal In Context	Player gets locked in jail	
Scope and Level		
Preconditions	Player lands on 'Go To Jail' square	
Success End Condition	Player goes to jail	
Failed End Condition	Player does not go to jail	
Primary, Secondary Actors	Player 'Go To Jail' Square	
Trigger	Player lands on 'Go To Jail' Square	
Description	Step	Action
	1	Player lands on 'Go To Jail' Square
	2	Player navigates to the jail
	3	Player remains in jail for three turns
Extensions	Step 2a	Branching Action Player cannot collect €200 if they pass Go.
Variations	Branching Action	
	1	Player gets a chance or community chest card which orders them to go to jail. Player rolls three doubles in a row which means they must go to jail immediately.
	3a	Player uses a 'Get Out Of Jail Free' card and moves into 'Just Visiting'.
	3b	Player rolls a double on their next turn and moves into 'Just Visiting'.
	3c	Player pays €50 on their next turn and moves into 'Just Visiting'.

Use Case 3		Declaring bankruptcy
Goal In Context		Player declares bankruptcy when they no longer have adequate funds to pay off debt.
Scope and Level		
Preconditions		Player is in debt and does not have adequate funds
Success End Condition		Player declares bankruptcy
Failed End Condition		Player does not declare bankruptcy
Primary,		Player
Secondary Actors		Other players, Bank
Trigger		Player owes money and cannot pay off the debt
Description	Step	Action
	1	Player owes money
	2	Player pays with their leftover money
	3	Player checks the value of their assets
	4	Player declares bankruptcy
	5	Player must give away their assets
	6	Player is eliminated from the game
Extensions	Step	Branching Action
	1a	Player can owe money to the bank or to another player
	4a	Player declares bankruptcy when the value of their assets is not sufficient to pay off the debt
	5a	Assets include properties and 'Get Out Of Jail Free' cards
	5b	If the player is in debt to the bank, the player's properties go for auction unmortgaged and 'Get Out Of Jail Free' cards are returned to the card piles
	5c	If the player is in debt to another player, the bankrupt player must give the other player all their mortgaged properties and "Get Out Of Jail Free" cards. The player receiving the mortgaged properties must pay 10% interest on them
	6a	The player can choose to quit the game or to watch the game play
Variations		Branching Action

Use Case 4	Auctioning unwanted, unowned property	
Goal In Context	Unwanted, unowned property is being auctioned and the player with the highest bid can purchase the property	
Scope and Level		
Preconditions	Player has sufficient funds for each of their bids, a player landed on the property being auctioned, the property being auctioned is unowned	
Success End Condition	Property up for auction is purchased by highest bidder	
Failed End Condition	Property being auctioned is not purchased as no bids are made	
Primary,	Bidders, Property	
Secondary Actors	Auctioneer	
Trigger	Player lands on an unowned property and does not wish to purchase it.	
Description	Step	Action
	1	Player lands on property
	2	Player checks if property is owned
	3	Player decides not to purchase property
	4	Property goes up for auction
	5	First player to bid decides the initial bidding price
	6	Other players bid on the property
	7	The highest bidder purchases the property
Extensions	Step	Branching Action
	4a	The player who lands on the property cannot participate in the bidding process
	5a	The initial bidder can make the initial bid for as low as €1
	7a	The highest bidder must purchase the property at their last bid value
Variations	Branching Action	
	1a	Properties can go up for auction when a player declares bankruptcy and is in debt to the bank

Use Case 5	Purchasing a hotel
Goal In Context	Player improves on their property by building a hotel on it
Scope and Level	
Preconditions	Player has sufficient funds to purchase the hotel, the player has all the properties in the grouping they are building on, the player has four houses on the property.
Success End Condition	Hotel is purchased
Failed End Condition	Hotel is not purchased
Primary,	Player, Hotel
Secondary Actors	Bank
Trigger	It is the player's turn and they wish to build a hotel on their property
Description	<div> <div> Step 1 2 3 </div> <div> Action Player decides to build a hotel on a property System takes money from player's wallet and deposits it in the bank The system replaces the houses on the property with a hotel </div> </div>
Extensions	<div> <div> Step 1a 1b 1c 1d 2a 3a </div> <div> Branching Action Player must have four houses on each property of the same grouping before they can purchase a hotel Player can only have one hotel per site The property must be unmortgaged to build a hotel on it If no hotels are available, the player must wait until one becomes available The cost of the hotel is specified on the title deed card for the property The property is now worth the amount as specified on the title deed card </div> </div>
Variations	Branching Action
	<div> <div>1a</div> <div>Players can purchase hotels in an auction in the occasion of a building shortage</div> </div>

