# **Use Cases for Sorry**

## **Player wants to start a game**

1. A user opens the game  
2. The main menu appears  
3. User selects multiplayer.   
4. Player are allowed to choose colors.

5. A board appears with four different bases, each player appointed one.

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## **A player wants to get out of base**

1. Clicks on deck
2. Shows number on card
3. If number on card is a 1 or 2, they may choose a pawn from their base and move it 1 or 2 spaces, respectively, out from their base. If it is a 2, the player may draw again after moving their pawn
4. If the card is a SORRY card the player may move a pawn from home and replace another player’s pawn anywhere on the board
5. If a player draws any other number, their turn has ended

## **A player wants to move forward.**

1. The player gets to move forward the same amount of times as the number on the card the player draws.

Exceptions:

1. If the player draws a 1, they may either move a pawn one space from their base, or if all pawns are out of the base, they may choose a pawn to move one space on the board.
2. If the player draws a 2, they may either move a pawn two spaces from their base, or if all pawns are out of the base, they may choose a pawn to move two spaces on the board. Then they draw again.
3. If the player draws a 4, they must move a pawn on the board backwards 4 spaces.
4. If a player draws a 7, they have the option simply move a single pawn forward 7 space or to SPLIT moves 3 and 4 between 2 different pawns.
5. If a player draws a 10, they have the option to move one pawn forward 10 spaces OR backwards one space.
6. If a player draws an 11, they have the option to move forward 11 spaces OR switch positions with any opponent on the board.

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Players on top.