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| Flow of events for make move use-case | |
| **Objective** | For player to take their turn |
| **Precondition** | The game is active and the player is not bankrupt |
| **Main Flow** | 1. Player preforms any pre-move actions  2. Player rolls dice  3. Player moves according to number rolled  4. Player preforms any space-specific actions |
| **Alternative Flows** | At 2, player may be in jail, if they do not roll doubles they are stuck in jail for that turn |
| **Post-condition** | The player’s turn is complete |

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| Flow of events for roll dice use-case | |
| **Objective** | For dice to be rolled to determine player’s movement |
| **Precondition** | Game is active and player is not bankrupt |
| **Main Flow** | 1. Player mouses over and clicks the roll button  2. The dice roll  3. Player moves forward that number of spaces |
| **Alternative Flows** | At 3, if the player rolled doubles they roll again |
| **Post-condition** | Dice are rolled and player moves forward |

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| Flow of events for extra roll use-case | |
| **Objective** | For the player to roll again |
| **Precondition** | Player rolls the dice and rolls doubles |
| **Main Flow** | 1. Player rolls the dice  2. Both dice are the same number  3. The player moves and ignores the space they land on  4. The player rolls again  5. The player moves forward that many spaces |
| **Alternative Flows** | At 4, if the player rolls doubles again they go to jail |
| **Post-condition** | The player has an extra roll |

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| Flow of events for go to jail use-case | |
| **Objective** | To place the player in jail |
| **Precondition** | Player rolls doubles 3 times consecutively, lands on go to jail space or draws a good to jail chance card |
| **Main Flow** | 1. Player reaches a go to jail condition  2. Player is moved to the jail space |
| **Alternative Flows** | At 2, if the player has a get out of jail free card they may leave jail |
| **Post-condition** | Player is in jail and may not move next turn |

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| Flow of events for exit jail use-case | |
| **Objective** | For the player to get out of jail |
| **Precondition** | Player has a get out of jail free card or rolls doubles with the dice |
| **Main Flow** | 1. Player exits jail  2. Player may not move until next turn |
| **Alternative Flows** | At 2, if the player got out via a get out jail free card, they may roll and move this turn |
| **Post-condition** | Player is now in the ‘just visiting’ section of the jail space and may move on the board again |

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| Flow of events for chance card use-case | |
| **Objective** | For the player to draw a chance card |
| **Precondition** | Player lands on a chance card space |
| **Main Flow** | 1. Player is given a chance card by the system  2. The outcome on the card is carried out |
| **Alternative Flows** | At 2, if the player draws a get out of jail free card, it is kept until they need it |
| **Post-condition** | Player has been given a chance card and the outcome of the card has been carried out |

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| Flow of events for community chest use-case | |
| **Objective** | For the player to draw a community chest card |
| **Precondition** | Player lands on a community chest card space |
| **Main Flow** | 1. Player is given a community chest card by the system  2. The outcome on the card is carried out |
| **Alternative Flows** | At 2, if the player draws a get out of jail free card, it is kept until they need it |
| **Post-condition** | Player has been given a community chest card and the outcome of the card has been carried out |

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| Flow of events for pay rent use-case | |
| **Objective** | For the player to pay rent to another player |
| **Precondition** | Player lands on property owned by another player |
| **Main Flow** | 1. Player rolls and moves to a property owned by another player  2. The system transfers the rent amount from the player’s balance to the property owner’s balance |
| **Alternative Flows** | - |
| **Post-condition** | The property owner has been paid rent |

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| Flow of events for pass go use-case | |
| **Objective** | For the player to receive money for passing go |
| **Precondition** | Player’s movement takes them past the go space |
| **Main Flow** | 1. Player moves past go  2. System adds $200 to player’s balance |
| **Alternative Flows** | - |
| **Post-condition** | Player has received money |

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| Flow of events for trade use-case | |
| **Objective** | Player offers another player to trade property or currency |
| **Precondition** | It is the player’s turn and they have not yet rolled |
| **Main Flow** | 1. Player mouses over and clicks trade button  2. Player selects other player they wish to offer to trade with  3. Player selects what they wish to offer  4. Player selects what they want in return  5. The other player is given the chance to accept or decline  6. When the player accepts the properties and/or currency is exchanged by the system |
| **Alternative Flows** | At 5, if the second player declines, the first player is given the chance to make another offer or cancel the trade |
| **Post-condition** | Players have traded or the trade has been cancelled |

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| Flow of events for sell use-case | |
| **Objective** | For the player to resell property they own |
| **Precondition** | It is the player’s turn and they have not yet rolled or they land on rent that they can not afford |
| **Main Flow** | 1. Player mouses over and clicks the sell property button  2. Player selects which property they want to sell  3. Player’s balance is increases by resale value of the property  4. The property becomes available again for players whom land on it’s space to purchase |
| **Alternative Flows** | At 2, player can cancel and return to their turn |
| **Post-condition** | Player has lost a property and gained currency |

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| Flow of events for build use-case | |
| **Objective** | For the player to build houses on the property they own |
| **Precondition** | It is the player’s turn and they have not yet rolled |
| **Main Flow** | 1. Player mouses over and clicks the build button  2. Player selects the property they wish to build on  3. System places a house on the property and it’s rent is increases |
| **Alternative Flows** | At 2, if the player’s balance is too low the build process is cancelled |
| **Post-condition** | Player has built houses and increased the rent of their property |

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| Flow of events for declare bankruptcy use-case | |
| **Objective** | For the player to be removed from the game |
| **Precondition** | Player has no currency left and does not have enough property to resell to cover rent they need to pay |
| **Main Flow** | 1. Player lands on property owned by another player  2. Player can not afford the rent on the property  3. Player does not have enough property to sell to pay the rent  4. The player loses and is removed from the game |
| **Alternative Flows** | - |
| **Post-condition** | Player has ran out of currency and is removed from the game |

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| Flow of events for win game use-case | |
| **Objective** | For the player to win the game |
| **Precondition** | Player must be the last remaining player who is not bankrupt or has the most net worth at the end of the game |
| **Main Flow** | 1. All other players declare bankruptcy and are removed from the game  2. Player is declared the winner |
| **Alternative Flows** | 1. The game reaches the turn limit  2. Player has the highest net worth  3. Player is declared the winner |
| **Post-condition** | Player has won the game |