

Name	UC1: roll dice
Goal	let's player roll dice
Who	player
Trigger	player's turn
Pre-condition	player's turn
Post-condition	UC2: move.
Main flow	1. player throw the dice
Side flow	1. "UC2: move" will be initiated
Exception	-
additional info	response time better than 5 seconds

Name	UC2: move
Goal	move player along the board
Who	"UC1: roll dice" through player
Trigger	dice roll
Pre-condition	dice roll successful
Post-condition	player changes position and one of the extended use-cases will be triggered
Main flow	1. the "player" is moved the same amount of spaces as the sum of the dice roll values
Side flow	one of the extended use-cases will trigger based on position
Exception	-
additional info	automatic, updates player position in database

Name	UC3: buy property
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Goal	lets player buy a property
Who	player
Trigger	UC2: move
Pre-condition	player has to be on an available property
Post-condition	database is updated and it is next player's turn
Main flow	1. the player chooses if they want to buy the property.
Side flow	"UC10: see property information" let the player see information on the property they are being offered
Exception	1.1. if the player cannot afford the property 1.1.1 player can choose something to sell or pawn in order to be able to afford the property 1.1.2. go back to step 1

Name	UC4: see player information
Goal	let players see how the game is progressing for all players
Who	player
Trigger	player prompt
Pre-condition	not player's turn
Post-condition	nothing
Main flow	shows a window with player info
Side flow	-
Exception	-

Name	UC5: forfeit
Goal	let's the player leave an active game

Who	player
Trigger	player prompt
Pre-condition	not player's turn
Post-condition	1. player is removed from the game, player can no longer be declared the winner
Main flow	1. player is removed from the game
Side flow	-
Exception	-

Name	UC6: free parking
Goal	gives player free parking
Who	player
Trigger	UC2: move
Pre-condition	1. player lands on "free parking"
Post-condition	1. next player's turn
Main flow	1. player is granted free parking
Side flow	-

Name	UC7: pay rent
Goal	makes the player pay rent
Who	player
Trigger	UC2: move
Pre-condition	player lands on another player's property
Post-condition	player has paid rent, next player's turn
Main flow	1. player pays rent
Side flow	-

Exception	1.1. player can't afford to pay rent 1.1.1 player chooses something to sell or pawn in order to be able to afford the rent 1.1.2. go back to step 1
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Name	UC8: visit jail
Goal	let the player visit jail
Who	player
Trigger	UC2: move
Pre-condition	player lands on "jail"
Post-condition	next player's turn
Main flow	-
Side flow	-
Exception	-

Name	UC9: go to jail
Goal	send the player to the jail field and give them in-jail status.
Who	player
Trigger	UC2: move
Pre-condition	player lands on the "go to jail" field
Post-condition	player is in jail, and next player's turn
Main flow	sends player to jail field and gives in-jail status to player
Side flow	-
Exception	-

Name	UC10: see property information
Goal	let the player see property information
Who	UC3 buy property/player
Trigger	UC3 buy property
Pre-condition	player's turn, stands on a property field
Post-condition	next player's turn
Main flow	information is displayed
Side flow	-
Exception	-