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| Flow of Events for the | |
| Objective |  |
| Precondition |  |
| Main Flows | TEMPLATE |
| Alternative Flows |  |
| Post- Condition |  |

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| Flow of Events for the Acquire Priority Transaction use-case | |
| Objective | To acquire an already existing priority within the boardgame |
| Precondition | This priority must be unowned |
| Main Flows | 1. The player lands on priority 2. The player wants to acquire priority 3. The player purchases the priority 4. The player’s player is updated 5. The player priority list is updated |
| Alternative Flows | At 2, the player may not have enough funds. In this case this player is unable to acquire the property. |
| Post- Condition | The priority is acquired |

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| Flow of Events for the Contribution Transaction use-case | |
| Objective | The player must pay the contribution |
| Precondition | The player must have landed on an already owned priority by another player- property owned player |
| Main Flows | 1. The player lands on a priority 2. The player pays contribution 3. The player’s contribution is transferred to the Priority Owner. 4. The balance of the player and the priority owner are updated |
| Alternative Flows | At 2, the player may not have sufficient funds. The player will be removed from the game |
| Post- Condition | The contribution is paid |

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| Flow of Events for the Remove Player use-case | |
| Objective | To remove player from the board game |
| Precondition | The player must be an already existing player in this game |
| Main Flows | 1. The player has selected to remove player 2. The removed player’s priorities have been reset and returned 3. The player count is updated |
| Alternative Flows | At 2, the player may have no priorities owned. In this case there may be no priorities to be reset. |
| Post- Condition | The player is removed, and the total player amount is decreased. |

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| Flow of Events for the Roll Dice use-case | |
| Objective | The player rolls dice |
| Precondition | It must be the players turn to roll the dice |
| Main Flows | 1. The player rolls the dice 2. The two dice produce a number for the player to move location 3. The boardgame displays actions to be taken |
| Alternative Flows |  |
| Post- Condition | The dice is rolled |

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| Flow of Events for the Tackle Priority Transaction use-case | |
| Objective | To develop priority |
| Precondition | The priority must already be owned by the player |
| Main Flows | 1. The player chooses to develop priority 2. The game displays actions to be taken 3. The game checks if the player has enough funds 4. The game checks if the player is eligible for steps |
| Alternative Flows | At 3, the player may have insufficient funds to update the priority  At 4, the player will not be eligible for steps and therefore unable to update priority. |
| Post- Condition | The priority is updated |

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| Flow of Events for the Take Turn Transaction use-case | |
| Objective | For the player to take turn when it is their go in the boardgame |
| Precondition |  |
| Main Flows | 1. The game displays actions that the player can take. |
| Alternative Flows |  |
| Post- Condition | The player can take their turn |

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| Flow of Events for the Pass Go Transaction use-case | |
| Objective | To pass starting position of the boardgame |
| Precondition | It must be the players turn |
| Main Flows | 1. The player lands on go (start square) 2. The set amount is added to the player’s balance |
| Alternative Flows |  |
| Post- Condition | The player passes go |

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| Flow of Events for the Register Player use-case | |
| Objective | To register a new player in the boardgame |
| Precondition | The number of players already registered must not exceed 8 |
| Main Flows | 1. The player selects Register Player 2. The player is asked to provide name 3. The player enters a name |
| Alternative Flows | At 1, there may already be the maximum number of players already registered in the game. In this case the registration is stopped.  At 1, The player may have changed their mind about registering for the game. In this case the registration is exited.  At 3, there may already be a name registered with the name the player wishes to enter. In this case the player is asked to enter another name. |
| Post- Condition | The player is registered to the game and the number of players is updated |