TEAM: GulDukat DEVELOPER: Rachel Koenig ASSIGNMENT: CP- 02

Use Case ID & Name:	UC-07 Take Turn		
Related Requirement(s)	UC-02 Run Scenario		
Goal in Context			
	User takes turn for PC		
Precondition(s)			
	Scenario is run from UC-02: Run Scenario until the user is prompted to attack for a PC		
Post-Condition(s)	The PC attacks the selected monster and scenario continues running.		
Failed End Condition			
	None		
Primary Actor(s)	User		
Secondary Actor(s)			
	None		
Trigger			
	User selects monster and attacks		

[PRIMARY ACTOR]	[SYSTEM]	[SECONDARY ACTOR]	[SECONDARY ACTOR]
	O. System runs scenario from UC-02: Run Scenario until the user is prompted to attack for a PC		
User selects monster and attacks	2. System performs attack on monster		
3. User sees scenario continue to run	actack of monster		
ALTERNATE FLOWS			