

TEAM: GulDukatDEVELOPER: Rachel KoenigASSIGNMENT: 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

