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| **Use Case ?** | **Declares Bankruptcy (IF)** |
| **Summary** | *Player* is declared bankrupt by the system. |
| **Actors** | *Player* whose turn it is. |
| **Triggers** | [Extension USE CASE (PAY LICENCE FEE) #?]: The *player* lands on an owned startup without sufficient funds to pay licence fee. |
| **Pre Conditions** | * The *player* has landed on any owned startup that is not his own. * The *player* has less funds than necessary to pay a Licence Fee. |
| **Post Conditions** | The player is declared bankrupt. The game ends and a winner is declared. |
| **Flow** | 1. The *player* lands on an owned startup that is not his own. 2. The system attempts to pay the corresponding licence fee. 3. When unable to pay the fee, the system declares the *player* bankrupt. 4. The system ends the game and declares the winner. |
| **Alternative Flow** | None |
| **Extension Points** | 1. Takes Turn [Use case #2] |
| **Inclusions** | None |

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| **Use Case ?** | **Views Rules** |
| **Summary** | The *player* views the rules of the game. |
| **Actors** | *Player* whose turn it is. |
| **Triggers** | [Extension USE CASE (VIEW MENU)# ?] : The *player* selects the “View Menu” option. |
| **Pre Conditions** | * It’s the *player* in question’s turn * [Use Case ? View Menu] : The player has selected the “View Menu”. |
| **Post Conditions** | The rules of the game are displayed. |
| **Flow** | 1. The *player* selects the “View Rules” option. 2. The system displays the rules of the game to the player. |
| **Alternative Flow** |  |
| **Extension Points** | 1. View Menu – [Use Case #] |
| **Inclusions** | None |