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| **Use Case** | **Hires Staff** |
| **Summary** | Player hires a new member of staff for their startup space, a developer OR if three developers are present on all relevant (same colour fields) one CTO on a square. Each square can only have a maximum of three developers OR one CTO present. |
| **Actors** | Player whose turn it is. |
| **Triggers** | Player selects ‘Hire Staff’ from the play menu. |
| **Pre Conditions** | * It is the players turn. * The player is on any startup. * The player owns all corresponding fields (colours) of the startup. * The player has sufficient funds to employ the corresponding Developer/CTO. * The number of staff on the relevant field will not exceed the limit of staff once this hiring process is complete. |
| **Post Conditions** | * Player will have relevant amount of money debited from their account. * Player will have a new member of staff on the desired field. * Player will be shown new account balance. * Player will be told they have hired the relevant staff member at the relevant startup. |
| **Flow** | 1. The *player(s)* selects the ‘Hires Staff’ menu option. 2. The player selects the area wished to be developed. 3. The player confirms they wish to proceed with the hiring of staff. 4. The relevant amount of money is deducted from the players account. |
| **Alternative Flow** | 1. At flow point 1:- If the player has insufficient funds to hire a member of staff at this start up a message is displayed stating so and player is returned to view menu [Use Case ]. 2. At flow point 2:- If the player already has too many staff hired at the startup in question; a message is displayed stating so and the player is returned to the Views Menu [Use Case ]. |
| **Extension Points** | 1. Views Menu [Use Case ]. |
| **Inclusions** | None |
| **Use Case** | **Lands on Runway** |
| **Summary** | Player lands on the ‘Runway’ field |
| **Actors** | Player whose turn it is. |
| **Triggers** | The Player has moved onto the “Runway” field. |
| **Pre Conditions** | * It’s the *player* in question’s turn * The player is on the “Runway” field. |
| **Post Conditions** | None |
| **Flow** | 1. The *player* is moved to the “Runway” space. 2. The player Views Menu [Use Case]. |
| **Alternative Flow** | None |
| **Extension Points** | 1. Views Menu [Use Case]. |
| **Inclusions** | None |
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