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| **Use Case ?** | **Verifies Choice** |
| **Summary** | The *player* verifies a selected action. |
| **Actors** | *Player* whose turn it is. |
| **Triggers** | * The *player* attempts to use the “Purchase Startup” option. * The *player* attempts to use the “Purchase Startup from Player” option. * The *player* attempts to use the “Terminate Game” option. * The *player* attempts to use the “Ends Turn” option. * The *player* attempts to use the “Hires Staff” option. |
| **Pre Conditions** | * The *player* attempts to use the “Purchase Startup” option. * The *player* attempts to use the “Purchase Startup from Player” option. * The *player* attempts to use the “Terminate Game” option. * The *player* attempts to use the “End Turn” option. * The *player* attempts to use the “Hire Staff” option. |
| **Post Conditions** | The selected option is confirmed and the system notifies the *player* with the corresponding confirmation message. |
| **Flow** | 1. The player attempts to use one of the following options in the menu:    1. Purchase Startup    2. Purchase Startup from Player    3. Hire Staff    4. End Turn    5. Terminate Game 2. The system prompts the user to verify the selected choice. 3. The *player* confirms the choice. 4. The system displays a confirmation message to the *player.* |
| **Alternative Flow** | 1. At flow point 3:- The *player* may choose to cancel the selected choice.    1. Current player Views Menu [Use Case#]. |
| **Extension Points** |  |
| **Inclusions** | [Purchases Startup]  [Purchases Startup from Player]  [Terminates Game]  [Ends Turn]  [Hires staff] |