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| **Use Case** | **Views Menu** |
| **Summary** | Player views turn menu, which describes the options available to take during their turn. |
| **Actors** | Player whose turn it is. |
| **Triggers** | Player has moved.  Player has finished any actions other than “Quits Game”. |
| **Pre Conditions** | * It is the players turn. |
| **Post Conditions** | * Player will either perform the selected action or quit the game. |
| **Flow** | 1. The *player(s)* views the menu. 2. The player may choose any option on the menu: 3. Purchases Startup – [Extension Point A. Purchases Startup]. 4. Trades Startup – [Extension Point B. Trades Startup]. 5. Hires Staff – [Extension Point C. Hires Staff]. 6. Ends Turn – [Extension Point D. Ends Turn]. 7. Views Rules – [Extension Point E. Views Rules] 8. Terminates Game – [Extension Point F. Terminates Game] |
| **Alternative Flow** | None. |
| **Extension Points** | 1. Purchases Startup – [Use Case #] 2. Trades Startup – [Use Case#] 3. Hires Staff – [Use Case #] 4. Ends Turn – [Use Case #] 5. Views Rules – [Use Case #] 6. Terminates Game – [Use Case #] |
| **Inclusions** | * Takes Turn – [Use Case #] |