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| **Use Case** | **Takes over Startup** |
| **Summary** | Player stages a Takeover, offering the initial price of the startup in question plus 20% on top. Takeovers need to be agreed by both parties. |
| **Actors** | Player whose turn it is. Player who owns the startup in question |
| **Triggers** | The Player has selected the “Trades Startup” option on the Menu. |
| **Pre Conditions** | * It is the *player* who wishes to perform the takeover’s turn – [Use Case 2]. * The player selects “Takeover Startup” option from the play menu. |
| **Post Conditions** | * The current player has the required money for the transaction removed from their inventory. * The relevant player, who sold their startup with the current player, has a the startup in question removed from their inventory. * The current player gains the Startup from the other player and it is added to the current players inventory. * The relevant player, who sold their startup, gains the relevant amount of money and it is added to their inventory. |
| **Flow** | 1. The current *player* selects the other player they wish to purchase a startup from in a sub menu (each player is numbered, current player is not shown in sub menu). 2. The current player selects the startup they wish to acquire from the previously selected player from a sub menu (each owned startup is numbered). 3. The current player is prompted with a message displaying the cost of the property they are about to purchase and asked if they wish to proceed. 4. The other player involved in the transaction is asked to confirm the sale of said startup. 5. The trade is completed. 6. The current player is shown the Menu – [Use Case #] |
| **Alternative Flow** | 1. At flow point 1:- The current player may choose to cancel the takeover from the provided sub menu.    1. Current player Views Menu [Use Case#]. 2. At flow point 2:- The current player may choose to cancel the takeover from the provided sub menu.    1. Current player Views Menu [Use Case#]. 3. At flow point 3:- The current player may choose to cancel the trade from the provided verification message.    1. Current player Views Menu [Use Case#]. 4. At flow point 4:- The other player involved may choose No when prompted if they wish to proceed with the takeover.    1. Current player Views Menu [Use Case#]. |
| **Extension Points** | 1. Views Menu [Use Case]. |
| **Inclusions** | 1. Views ‘Verifies Choice’ [Use Cases Needed]. |