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| **Use Case** | **Trades Startup** |
| **Summary** | Player trades one of their currently owned Startups for money or another startup(s). |
| **Actors** | Player whose turn it is. |
| **Triggers** | The Player has selected the “Trades Startup” option on the Menu. |
| **Pre Conditions** | * It’s the *player* in question’s turn – [Use Case 2]. * The player in question selects “Trade Startup” from the Menu. |
| **Post Conditions** | * The current player has a traded Startup OR money OR both removed from their inventory. * The relevant player who traded with the current player has a traded Startup OR money OR both removed from their inventory. * The current player gains any Startup OR money OR both agreed from another player and it is added to the current players inventory. * The relevant player who traded with the current player gains any Startup OR money OR both agreed from another player and it is added to the current players inventory. |
| **Flow** | 1. The current *player* selects the another player they wish to trade with from a sub menu (each player is numbered). 2. The current player selects the startup they wish to acquire from the previously selected player from a sub menu (each startup is numbered). 3. The current player is prompted to enter how much money they wish to trade for said startup (Amount can be 0). 4. The current player is prompted to enter which startup(s) they wish to trade to acquire said startup from a sub menu (each startup is numbered). 5. The current player is shown the final outcome of the trade and asked to verify if they wish to proceed. 6. The other, trading player is shown the final outcome of the trade and asked to verify if they wish to proceed. 7. The trade is completed. 8. The current player is shown the Menu – [Use Case #] |
| **Alternative Flow** | 1. At flow point 1:- The current player may choose to cancel the trade 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 trade from the provided sub menu.    1. Current player Views Menu [Use Case#]. 3. At flow point 4:- The current player may choose to cancel the trade from the provided sub menu.    1. Current player Views Menu [Use Case#]. 4. At flow point 5:- The current player may choose No when prompted if they wish to proceed.    1. Current player Views Menu [Use Case#]. 5. At flow point 6:- The other, trading player may choose No when prompted if they wish to proceed.    1. Current player Views Menu [Use Case#]. |
| **Extension Points** | 1. Views Menu [Use Case]. |
| **Inclusions** | 1. Views Sub Menus [Use Cases Needed]. |