

Use Case	Make A Bid
Primary Actor	Player
Stakeholders and Interests	<ul style="list-style-type: none"> <li>Players – Selecting a number to bid, wants the process to be clear and simple</li> </ul>
Pre-conditions	One of the players has chosen a token to start the turn.
Post-conditions	Players are aware that a new bid has been made, and the list of bids has been updated.
Main Flow	<ol style="list-style-type: none"> <li>1. The user selects what player they are.</li> <li>2. The system provides the selected user with the opportunity to enter their bid.</li> <li>3. The user enters their bid.</li> <li>4. The system asks the user to confirm their bid. [Alt 1: User cancels their bid]</li> <li>5. The user confirms their bid.</li> <li>6. The system checks that the user hasn't already entered a bid greater than the bid entered. [Alt 2: Users bid is greater than the bid they already entered]</li> <li>7. The system records the users bid, updating the list of bids.</li> <li>8. The system starts the timer [Alt 3: The timer has already been started]</li> <li>9. The system provides the user with the opportunity to make further bids. [Alt 4: User elects to make further bids] or exit the use case [Use Case Ends.]</li> </ol>
Alternative Flows	<p>Alt 1: User cancels their bid</p> <ol style="list-style-type: none"> <li>1. Flow resumes at main flow 1.</li> </ol> <p>Alt 2: Users bid is greater than a bid they already entered</p> <ol style="list-style-type: none"> <li>1. The system informs the user that they can't make this bid due to the bid being greater than a bid they already placed.</li> <li>2. Flow resumes at main flow 1.</li> </ol> <p>Alt 3: The Timer has already been started</p> <ol style="list-style-type: none"> <li>1. The system recognizes the timer has been started, so it does not restart it.</li> <li>2. Flow resumes at main flow 9.</li> </ol> <p>Alt 4: User elects to make further bids</p>

	1. Flow resumes at main flow 1
Exception	<ul style="list-style-type: none"> <li>• If an any time during the use case the system is unable to record or provide details then the system informs the user of the problem, and the use case ends.</li> <li>• If the program is closed while running, the system asks the user if they want to save the game or quit. If the user decides to save the game, the system will save game progress and the use case ends. Otherwise, the use case ends without saving.</li> </ul>
Special Requirements	<ul style="list-style-type: none"> <li>• Making a bid must be a quick and easy process, because many players may want to make a bid within the time limit.</li> </ul>
Open Issues	<ul style="list-style-type: none"> <li>• What if a player decides to make a bid and does not finish confirming bid before timer runs out?</li> <li>• Should players have a time limit on how much time they get to make a bid?</li> </ul>