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| Use Case | Make A Bid |
| Primary Actor | Player |
| Stakeholders and Interests | * Players - Playing the game, saving their game sessions, seeing their high scores & achievements, & most importantly having fun. |
| Pre-conditions | One of the players has chosen a token to start the turn. |
| Post-conditions | Players are aware a new bid has been made and the list of bids has been updated. |
| Main Flow | 1. The user selects what player they are. 2. The system provides the selected user with the opportunity to enter their bid. 3. The user enters their bid. 4. The system asks the user to confirm their bid. [Alt 1: User cancels their bid] 5. The user confirms their bid. 6. The system checks that the user has not already entered a bid less than the bid entered.[Alt 2: Users bid is greater than a bid they already entered] 7. The system records the users bid, updating the list of bids. 8. The system starts the timer [Alt 3: The timer has already been started] and provides user with opportunity to make further bids. [Alt 4: User elects to make further bids] |
| Alternative Flows | Alt 1: User cancels their bid   1. Flow resumes at main flow 1.   Alt 2: Users bid is greater than a bid they already entered   1. The system informs the user cannot make this bid due to bid being grater then a bid they already placed. 2. Flow resumes at main flow 1.   Alt 3: The Timer has already been started   1. The system identifies the timer has been started so it does not restart it. 2. The system provides user with opportunity to make further bid.   Alt 4: User elects to make further bids   1. Flow resumes at main flow 1 |
| Exception | * 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. * If the program is closed the system askes if the user if they want to save the game or quit. If user decides to save the game the system will save game progress and the use case ends. Otherwise the use case ends without saving. |
| Special Requirements | * Making a bid must be quick and easy process as many players may want to make a bid within the time limit. |
| Open Issues | * What if a player decides to make a bid and does not finish confirming bid before timer runs out? * Should players have a time limit on how much time they get to make a bid? |