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| --- | --- |
| **Flow of Events for move player square** | |
| **Objective** | ***To move the player on the board*** |
| **Precondition** | It is the player’s turn |
| **Main Flow** | *I have just left his flow in as a reminder of the kind of detail required.*  1.The user selects the rectangle tool (if necessary)  2.The user moves the cursor to the required location  3.the user presses the mouse button  4.The user moves the cursor to a new position. A dotted line version of the rectangle appears as the cursor moves.  5.The user releases the mouse button and the new rectangle is displayed |
| **Alternative Flows** | *-* |
| **Post-condition** |  |

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| --- | --- |
| **Flow of Events for ‘Plant Flag’** | |
| **Objective** | ***To allow a player to establish ownership of a square*** |
| **Precondition** | The player has landed on the square and it is not already owned. |
| **Main Flow** | *I have just left his flow in as a reminder of the kind of detail required.*  1.The user selects the rectangle tool (if necessary)  2.The user moves the cursor to the required location  3.the user presses the mouse button  4.The user moves the cursor to a new position. A dotted line version of the rectangle appears as the cursor moves.  5.The user releases the mouse button and the new rectangle is displayed |
| **Alternative Flows** | *-* |
| **Post-condition** |  |

|  |  |
| --- | --- |
| **Flow of Events for ‘Pay Rent’** | |
| **Objective** | ***To pay rent to another player/team*** |
| **Precondition** | The square that the player has landed on is owned and rent is due. |
| **Main Flow** | *I have just left his flow in as a reminder of the kind of detail required.*  1.The user selects the rectangle tool (if necessary)  2.The user moves the cursor to the required location  3.the user presses the mouse button  4.The user moves the cursor to a new position. A dotted line version of the rectangle appears as the cursor moves.  5.The user releases the mouse button and the new rectangle is displayed |
| **Alternative Flows** | *-* |
| **Post-condition** |  |