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| **Flow of Events for move player square**  ***EXTENDS : Plant Flag and Pay Rent*** | |
| **Objective** | ***To move the player on the board***  Starts when player rolls dice.  Ends when player has moved to new square. |
| **Precondition** | The dice have been rolled. |
| **Main Flow** | 1. Player moves (using arrow key?) number of squares indicated by dice. 2. Player lands on new square. |
| **Alternative Flows** | None |
| **Post-condition** | Player is in a new position and will either plan flag or pay rent. |

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| **Flow of Events for ‘Plant Flag’** | |
| **Objective** | ***To allow a player to establish a claim on a square***  Starts when a player has moved to a new square.  Ends when a player has ‘planted a flag’. |
| **Precondition** | The player has landed on the square. |
| **Main Flow** | 1. System checks if square is already claimed by another player. 2. System checks if any element of the ‘system’ is already under the custody of another player. 3. Player decides to claim custodianship. 4. System marks square as belonging to player. |
| **Alternative Flows** | 1. Player lands on square in a system which has an element already under the custody of another player. 2. Player opts not to plant a flag (to avoid disrupting development). |
| **Post-condition** | 1. Player is assigned custody of the square or not. |

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| **Flow of Events for ‘Pay Rent’** | |
| **Objective** | ***To pay rent to another player.***  ***question here – if you have only planted a flag is rent due? This is unclear in our game guide – is there a sliding scale of rent – eg more is due when there is a development in place?*** |
| **Precondition** | The square that the player has landed on is owned and rent is due. |
| **Main Flow** | 1. System checks if square is owned and what rent is due. 2. Player checks own funds balance to see if they can pay rent. 3. Player transfers rent due to other player account. 4. Player balance reduces by rental amount. 5. Other player receives rent due into their account balance. 6. Other player balance increases by rental amount. |
| **Alternative Flows** | 1. System checks if square is owned and what rent is due. 2. Player checks own funds balance to see if they can pay rent. 3. Player does not have sufficient funds to cover rent. 4. Other player waives rent. |
| **Post-condition** | 1. Player account balances are adjusted accordingly. |