|  |  |
| --- | --- |
| **Taking Turn**  ***Extends into: Review Inventory/Roll Dice/Minor Development*** | |
| **Objective** | ***Allows player to review their options at the start of their turn***  Starts when players have completed **Registered player** and the game has moved past the prologue  Can also be reverted back to this state after **Review inventory**  Ends when the player has made their choice |
| **Precondition** | All Players have been registered  Or  Inventory has been reviewed  Or  Player has attempted to make a development |
| **Main Flow** | 1. List of possible actions are presented to the player 2. Player chooses the action they wish to take eg: player chooses to build a development on one of their spaces. |
| **Alternative Flows** | None |
| **Post-condition** | Player has made their decision and has progressed onto their choice |

|  |  |
| --- | --- |
| **Review Inventory** | |
| **Objective** | ***Allows players to look at spaces they have invested in, as well as their credits and what developments they have made***  Starts when player chooses it from a list during **Take Turn** |
| **Precondition** | The player turn has just come up |
| **Main Flow** | 1. On players turn they have selected **Review Inventory** 2. a list of that players holdings appears in front of them 3. there is an option to go back to the **Take Turn** screen |
| **Alternative Flows** | None |
| **Post-condition** | None |

|  |  |
| --- | --- |
| **Roll Dice**  ***Extends into: Move Player Space*** | |
| **Objective** | ***To decide how many spaces the player should move in a given turn***  Starts when the option is chosen during the **Take Turn** phase  Ends when two numbers have been randomly generated. |
| **Precondition** | The Player has chosen to roll the dice |
| **Main Flow** | 1. System has taken account of where the player is on the board 2. player rolls the dice 3. the system randomly generates two numbers between 1 and 6 4. the system adds these together 5. system stores the sum for **Move Player Square** |
| **Alternative Flows** | None |
| **Post-condition** | Players movement has been assigned |