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| **Flow of Events for Minor development** | |
| **Objective** | ***To purchase a minor development***  Starts when player lands on an available square.  Ends when player has purchased the development. |
| **Precondition** | Player has landed on square and has option to buy |
| **Main Flow** | 1.The player is given the option to purchase one to purchase a minor development (if first time the first option is only given then subsequent visits to the square offer additional minor development options in order).  2.The player is told the cost of development with option of Y/N to complete purchase.  3. The cost is removed from the players balance and the new balance displayed.  4.The minor development is added to the player’s inventory.  5.The square is now assigned to the player. |
| **Alternative Flows** | 1.Player does not purchase minor development.  2.Player must pay rent on another player’s square. |
| **Post-condition** | Player takes new turn. |

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| **Flow of Events for Major Development** | |
| **Objective** | ***To purchase a major development***  Starts when player lands on there square where all minor developments have been purchased.  Ends when player has purchased the Major development. |
| **Precondition** | Player has landed on assigned square and has purchased all minor developments. |
| **Main Flow** | 1.The player is given the option to purchase the major development.  2.The player is told the cost of development with option of Y/N to complete purchase.  3. The cost is removed from the players balance and the new balance displayed.  4.The major development is added to the players inventory and the system is now set as developed.  5. The player is awarded with a completion bonus?  6.The square is now assigned to the player and marked complete. |
| **Alternative Flows** | 1.Player does not wish to purchase major development( Player awaits turn).  2.Player must pay rent on another player’s square.  3.Insufficient credits (Player is alerted and must wait for sufficient funds). |
| **Post-condition** | System is set as developed and Player takes new turn. |

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| **Flow of Events for Quit Game** | |
| **Objective** | ***To Quit a game***  Player triggers quit game (enters q or hits esc?). |
| **Precondition** | Game must have started |
| **Main Flow** | 1. Any registered player triggers the quit option.  2.The Player is asked to confirm choice (Y/N).  3. Game play is halted, and all Players alerted that the game has ended.  4.Each Player given final credits and inventory.  5. Game ends. |
| **Alternative Flows** | Game ends successfully   1. All systems have been developed successfully. 2. Epilogue Plays. |
| **Post-condition** | None |