Primary Actor: Player

Stakeholders and Interests:

Player: Wants to gain control of the stack, and sometimes capture enemy pieces or recover their own.

Preconditions:
The player has been through the setup process.
It is the players turn.
The player has already moved their token onto a token/stack, and the system initiated this use case.
The token has already been recorded as a member of the new stack.

Success Guarantee:
One token belonging to the player is placed on the indicated token/stack.
Ownership of the stack transfers, and excess tokens are dealt with appropriately to the rules of Focus.

Main Success Scenario:
1. The system validates the owner of the stack, changing it if necessary.
2. The system checks if there are more than 5 tokens. [Alt 1: 5 or Less Tokens]
3. The system checks the ownership of each excess token.
4. The system updates the "Pieces left" statistic for each owner of each excess piece, except the owner of the stack.
5. The system removes these excess pieces, and updates the total captured pieces for the current owner of the stack.
6. The system returns excess pieces belonging to the owner of the stack, adding them to their reserves.
7. The use case ends.

Alternative Flows:
Alt 1: 5 or Less Tokens
1. The use case ends

Exceptions:
None

Special Requirements:
None.

Open Issues:
None