

Primary Actor: Player

Stakeholders and Interests:

Player: Wants to play their reserve pieces, capturing stacks or empty tiles.

Preconditions:

The player has been through the setup process.

It is the players turn.

The player has a reserve token.

Success Guarantee:

One reserve token belonging to the player is placed on the indicated tile or top of the indicated stack.

Main Success Scenario:

1. The player selects any stack or empty tile from the board where they wish to play their token.
2. The system validates they have a reserve token.
3. The system offers the option to play from reserves.
4. The player chooses to play their reserve token.
5. The system calculates the new owner of the stack.
6. The system checks if the stack is now more than 5 tokens. [Alt 1: Too Many Tokens]
7. The use case ends.

Alternative Flows:

Alt 1: Too many Tokens

1. Enter the "Capture a Token" use case.
2. When "Capture a Token" ends, the use case ends.

Exceptions:

None

Special Requirements:

None.

Open Issues:

None