

Primary Actor: Player

Stakeholders and Interests:

Player: Wants to make use of their reserve pieces.

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.

Main Success Scenario:

1. The player selects the option to play from their reserve. [Alt 1: The User Cancels]
2. The system validates they have a reserve token.
3. The player selects a space to play their reserve token.
4. The system calculates the new owner of the space's stack.
5. The system checks if the stack is now more than 5 tokens. [Alt 2: Too Many Tokens]
6. The use case ends.

Alternative Flows:

Alt 1: The User Cancels.

1. The use case ends.

Alt 2: 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