

Take A Role
Actor: Player
Pre-condition: the player must not be on a role, the desired role must not be taken, player rank is greater than or equal to the role
Trigger: the player places the dice on the square indicated for the role
MSS: - player places die on the role
Termination outcomes: the role is completed by the player

Acting
Actor: Player
Pre-condition: You have taken a role
Trigger: the player's turn has started
Main Success Scenario: - player roles a die - die is greater than or equal to the budget - player receives reward
Altermate flows: The player instead rehearses for the role
Termination Outcome: The player has either roled the dice or recieved a practice chip

Rehearsal
Actor: Player
pre-condition; The player has taken a role
tirgger: player chooses to rehearse
MSS: - player receives one practice chip
Termination Outcome: player terminates their turn

Upgrade Your Rank
Actor: player
pre-condition: the player is at the casting office and can afford the desired upgrade
trigger: player decides at the start or end of the turn
MSS: - player chooses desired upgrade - player pays the specified amount with either credits or dollars - player turns die to represent the new rank
Termination Outcome: player has received an upgrade

Move One Step
Actor: Player
Pre-condition: You are not working on a role
Trigger: the player decides to move during the turn
MSS: - at the start of the player's turn they move the die to an adjacent area
Termination Outcome: Player has moved one space adjacently

Finish a Scene
Actor: gamemaster
Pre-Condition: only one shot remains in a scene
Trigger: a player completes the final shot for a scene
MSS: - player completes final role - all players who played a role are paid
Termination Outcome: players received payment

End the day
Actor: gamemaster
Pre-Condition: none
Trigger: there is only 1 scene left
MSS: - player complete the second to last scene - all die return to trailers - last scene's card is removed from the board - 10 new scenes are dealt to the board - all shot counters are replaced
Termination Outcome: the board is reset and ready for next day

End Game
Actor: gamemaster
Pre-Condition: 4th day is activee
Trigger: the day is ended
MSS: - the day ends - scoring begins
Termination Outcome: scoring is complete and a winner decided

Scoring
Actor: gamemaster
Pre-Condition: playing 4th day
Trigger: day is ended
MSS: - each player's points are totaled
Termination Outcome: a winner is decided

Receive a bonus
Actor: player
Pre-Condition: scene is finished
Trigger: active player rolls dice
MSS: - dice are distributed to the roles - player receives payment equal to the dice on their role
Termination Outcome: all players are paid