

## Use case: *StartMission*

Short description: How a mission is executed.

Priority (high)

Extends or Includes: Extends Bet

Participating actors: ActivePiece which has a Team

Normal flow of events

Actor	System
The ActivePiece clicks the “Start Mission” button. See UC: Bet	
	Depending on which category the ActivePiece stands on a card in that category will appear along with a “Done” button and a “Next Card” button.
	The countdown will begin and the ActivePiece will have 30 seconds to finish their mission.
The ActivePiece will click “Done” or the time will run out. If the ActivePiece clicks the “NextCard” button see UC: ShowNextCard.	
	The question “Was the mission completed successfully?” will appear along with the buttons “NO” and “YES”
The ActivePiece will have to click either the “NO” or the “YES” button for the mission to end	

	<p>If they clicked the “YES” button the ActivePiece will be moved the number of steps equal to the bet amount. If the “NO” button was clicked the ActivePiece will be moved backwards to steps. And the ActivePiece will change to the next Piece.</p>
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#### Alternate flow

- 1 Team clicks one of the menu items, for example the rules.
  - 1.2 The rules will be displayed. See UC: ShowRules
- 2 The ActivePiece clickes on the GoalTile and successfully finishes the mission.
  - 2.2 See UC: EndGame

#### Exceptional flow

- 3.1 If the ActivePiece stands on the start-tile and clicks the “NO” button
  - 4.1 The Active Piece will remain on the start-tile and will not be moved backwards.