

Use case: End*Game*

Short description: What happens when the game ends.

Priority (high)

Extends or Includes: Includes StartMission

Participating actors: ActivePiece

Normal flow of events

Actor	System
See UC: StartMission	
	If the “YES” button is clicked and the ActivePiece's bet amount is enough to take them to the goal tile the ActivePiece will be announced as the winner in the middle of the board.

Alternate flow

3.1 Team clicks the “Rules” button

4.1 The rules will be displayed. See UC: ShowRules.

Exceptional flow

3.1 If team types in a letter or a number that isn't between 2-8.

4.1 A dialog will appear and the Team will be able to type in the number of players again.