

Use case: *ShowNextCard*

Short description: How the player can see another card.

Priority (mid)

Extends or Includes: Includes StartMission

Participating actors: ActivePiece which has a Team

Normal flow of events

Actor	System
The ActivePiece clicks the “Next Card” button. See UC: StartMission	
	Depending on which category the ActivePiece stands on a card with different texts on it will appear. If the ActivePiece stands on the Backwards category the answer to the word will appear. If the ActivePiece stands on the SameCategory tile a question to be answered will appear. If the ActivePiece stands on the BodyToBody category the next body parts will appear. If the ActivePiece stands on the WordJumble category the answer to the word will appear.

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 clicks on the “Next Card” button more times than the bet amount or more than 1 time when standing on the Backwards or WordJumble category.

2.2 The text “There are no more cards for your mission. Wait until the time has run out or click the “Done” button.” will appear.

Exceptional flow

(None)