# Use case: *Bet*

Short description: How a user makes a bet in the game.

Priority (high)

Extends or Includes (none)

Participating actors: ActivePiece which has a Team

Normal flow of events

| Actor | System |
|---|---|
| ActivePiece clicks one of the betable tiles (one of the raised tiles) to make a bet. | |
| | The tile the ActivePiece clicks becomes lowered, and the bet is shown as a number in the higher left corner. |
| | The "Start Mission" button appears. |

Alternate flow

    3.1  Team clicks one of the menu items, for example the rules.

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

Exceptional flow

    3.1 ActivePiece clicks one of the tiles that isn't betable.

        4.1 Nothing happens and the ActivePiece will have to try again.