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| Name: | Pass turn |
| Short description | The turn is passed to the next player after the current player either plays or discards a card. |
| Precondition: | 1. The main menu has been opened. 2. Two or three player names are entered. 3. Player 1 presses “View Hand” button. 4. Player 1 clicks on a card. 5. Player 1 plays or discards a card. |
| Postcondition: | The next player is able to play or discard a card. |
| Error situations: | The current player has not played or discarded their cards. |
| System state in the event of an error: | The turn cannot be passed. |
| Actors: | Player |
| Trigger: | The current player plays or discards a card. |
| Standard process: | 1. The current player plays or discards a card. 2. System confirms that the turn is finished and will passes the turn to the next player. 3. The next player in line becomes the current player. 4. The new current player can view their hand and play or discard a card. |
| Alternative processes | 1. The current player has reached 100 km in total. 2. The game confirms that the current player has reached 100 km. 3. The message “Congrats! {current player} has won the game.” pops up. 4. The game ends. 5. The turn is not passed. |