| Name: | Play turn |
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| Short description | A player plays one turn of the game “Get On” |
| Precondition: | 1. Level has been set. 2. Cards have been set up, shuffled and dealt to players (“Start game”) |
| Postcondition: | The turn is passed to the next player, OR Game ends |
| Error situations: | If the “Start game” setup hasn’t been completed |
| System state in the event of an error: | The turn cannot be played. |
| Actors: | player |
| Trigger: | 1. Level has been set. 2. (Optional) Previous player has passed their turn. |
| Standard process: | 1. Player views their cards 2. Player plays 1 card if he is able to 3. Player draws 1 card from deck |
| Alternative processes | 1. Player views their cards 2. If a player has no playable cards, he burns one card on the discard pile. 3. Player draws 1 card from deck |