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| Name: | Play turn |
| Short description | A player plays one turn of the game “Get On”. |
| Precondition: | (1) A game has been started.  (2) The current player views their hand. |
| Postcondition: | The turn is passed. |
| Error situations: | The game has not been started. |
| System state in the event of an error: | The turn cannot be played. |
| Actors: | Player. |
| Trigger: | The current player wants to play or discard a card. |
| Standard process: | (1) Current player views their hand.  (2) Current player clicks on a card.  (3) Current player plays or discards the card. |
| Alternative processes | (2’) Current player presses “X” button in the view hand window. |