**Sequence Diagrams**

1. **UseCase “Play a Card”**

PenalizeIneligiblePlayer()

CheckQPBonus()

RewardQPBonus()

RemovePlayedCard()

DiscardExtraCard()

RequestDiscardExtraCard()

UpdatePlayerChipsAndPonts()

SelectsCard()

CheckPlayerTurnEligibility()

ChooseSkillChip()

ShowSkillChipOption()

PlayTurn()

EnablePlayButton()

CheckCardAvailability()

Card Deck

Game Control  
<<UI>>

Player  
<<actor>>

1. **UseCase “Take a Turn”:**

GameRoom

Game Control  
<<UI>>

Card Deck

Player  
<<actor>>

NotifyToDiscardCardTill7()

DisCard()

CheckCardDeck()

ReshuffleAndReuseCards()

EnableDrawButton()

PlayTurn()

ControlMoveButtonVisibility()

RemovePlayerFromPreviousRoom()

AddPlayerToNextRoom()

DrawCard()

CheckMoveEligibility()

MovePlayer()

CheckCardDeck()

EnablePlayButton()

CheckPlayerTurnEligibility()