1. Use Case: User Clicks "Play" Button
Actor: Player, System
Pre-Condition: 1. User is on the main menu
Post-Condition: 2. System switches to setup scene
Events: 3. User clicks on Play button
4. System plays button press sound
5. System moves to setup scene
Extensions:

2. Use Case: User clicks "Begin Turn" button
Actor: Player(Active)
Pre-Condition: 1. It is the beginning of the active player's turn
Post-Condition: 2. Player has allowed other players an opportunity to interfere
Events: 3. Player begins his/her turn. On turn effects occur. System changes priority to
active player.
Extensions: 3. Opposing player uses a special card
3a. Reference <<User presses "Use Special" button>>

3. Use Case: Collect Income
Actor: Player(Active), System
Pre-Condition: 1. Player has begun their turn
Post-Condition: 2. Player has added the income of each groups to its balance
Events: 3. System begins at start of list of groups a player controls and adds the income to
group balance.
4. System adds income to balance to the next group.
5. If there are remaining groups on the list, go to step 4.
Extensions: 3a-5a. Opposing player uses a special card
3a. Reference <<User presses "Use Special" button>>
3b-5b. Group is Postal Service
3b. Remove 10 MB from group balance

4. Use Case: Draw Card
Actor: Player, System
Pre-Condition: 1. Player has permission to draw a card
Post-Condition: 2. Player has an additional card in hand
3. Player has placed a group in the neutral pile
Events: 4. Player looks at card on top of the deck. If it is a special card, place it in your hand.
5. Player looks at card on top of the deck. If it is a group card, place it in the neutral pile.

5. Use Case: User clicks "Attack" Button
Actor: Player(Active), System
Pre-Condition: 1. Player has atleast 1 action remaining.
Post-Condition: 2. Player has initiated an attack function
Events: 3. Reference <<User clicks card to be used in the attack>> use case
4. System highlights the card clicked.

6. Use Case: User adds money for attack
Actor: Player, System
Pre-Condition: 1. User has clicked on "Add Megabucks" to attack button
Post-Condition: 2. User has reduced the resistance of target group by atleast 1
Events: 3. A + and minus button with a text field appears.
4. User presses the + button
5. System removes 1 MB from Illumaniti Group and reduces attacked group's resistance by
1
6. (Optional) User presses the + button again.

6a. Go to step 5.
7. User presses the "Done" button
Extensions: 4-6 4a. User presses – button while textfield value > 0
5a. System adds 1MB to Illumaniti Group and increases attacked group's resistance by 1.
4b-6b 4a. User presses – button while textfield value is 0
4b. System plays an error sound
4c. Skip step 5.
4-5 1a. Users Illumaniti group does not have balance equal to or greater than textfield value.
1b. System prompts user they do not have enough MB to do that
1c. Skip step 5.

7. Use Case: User presses "Invoke Privilege" button
Actor: Player(active)
Pre-Condition: 1. User has 2 special cards in hand and is attacking
Post-Condition: 2. Use has immunity on this attack from interference
Events: 3. System prompts with "This requires a card to discard". Are you sure you want to do this?
4. User selects the "Yes" button
5. System displays special cards in hand.
6. User selects 1 card
7. User presses the "Done" Button
8. System discards the selected card from User's hand
Extensions:
3. 3a. If user is the Bavarian Illuminati
3b. The system displays an additional button "Pay 5MB instead"
6. 6a. If user selects a card they already selected previously
6b. Unselect the card
7. 7a. If user selects the "No" button.
7b. Reference <<User Presses Add MB>> button
8. 8a.a. If opposing users press the "Use Special" button
8a.b. Reference <<User Presses "Use Special" button>>
8. 8b.a. If opposing user presses "Counter Invoke Privilege button"
8b.b. Reference <<User presses "Counter Invoke Privilege" button>>

9. Use Case: User presses "Counter Invoke Privilege" button
Actor: Player(nonactive), Player(active)
Pre-Condition: 1. Player(nonactive) has 2 special cards in hand
Post-Condition: 2. Player(active) may not invoke privilege this attack
Events: 3. System prompts with "This requires 2 cards to discard. Are you sure you want to do this?"
4. User selects the "Yes" button.
5. System displays special cards in hand.
6. User clicks on 2 separate cards.
7. User presses the "Done" Button.
8. System discards the selected card from User's hand
Extensions:
6. 6a. If user selects a card they already selected previously
6b. Unselect the card
7. 7a. If user selects the "No" button.
7b. Reference <<User Presses Add MB>> button

10. Use Case: User press "Interfere Button"
Actor: Player(nonactive)
Pre-Condition: 1. Player(active) has just added money for an attack.
Post-Condition: 2. System increases resistance of defending group by at least 1

Events: 3. A + and minus button with a text field appears.

4. User presses the + button

5. System removes 1 MB from Illuminati Group and reduces attacked group's resistance by 1

6. (Optional) User presses the + button again.

6a. Go to step 5.

7. User presses the "Done" button

Extensions: Extensions: 4-6 4a. User presses – button while text field value > 0

5a. System adds 1MB to Illuminati Group and decrease defending group's resistance by 1.

4b-6b 4a. User presses – button while text field value is 0

4b. System plays an error sound

4c. Skip step 5.

4-5 1a. Users Illuminati group does not have balance equal to or greater than text field value.

1b. System prompts user they do not have enough MB to do that

1c. Skip step 5.

11. Use Case: User Presses "End Turn" Button

Actor: Player(Active)

Pre-Condition:

1. Player decides to pass on the attack

2. Player finishes his sequence of play.

Post Condition:

3. Player's turn ends

Events:

4. The player clicks the "End Turn" button.

12. Use Case: User Presses "Pass and Collect 5MB" button

Actor: Player(Active)

Pre-Condition:

1, Player decides to pass on the attack.

Post Condition:

2, Player receives 5 MB.

Events:

3. The player clicks the "Pass and Collect 5MB" button.

4. The player drags the megabucks to any cards of choice.

13. Use Case: User rolls dice

Actor: Player(Active)

Pre-Condition:

1. Player has done with negotiating sequence and ready to finalize their attack.

Post Condition:

2. If the sum is 11 or 12 OR the sum is more than the attacking number, the player losses turn.

3. If the sum is less than or equal to the attack number, the player keeps the group card.

Events:

4. The player clicks "Roll Dice" button to roll the dice.

5. The player then looks at the result after rolling the dice.

6. The player determines whether he controls the group or not.

14. Use Case: User rearranges how cards are connected

Actor: Player(Active)

Pre-Condition:

1. Player is in the sequence of play of his turn.
Post Condition:
2. The cards are rearranged in a different spot.
Events:
3. The player clicks on the card he wants to move to new spot.
4. The player checks if he has any move left by looking at the number on screen.
5. The player clicks "Done" button to indicate that he finishes.

15. Use Case: User click "Transfer Money" button
Actor: Player(Active)
Pre-Condition:
1. Player is in the sequence of play of his turn.
Post Condition:
2. Megabucks will be added to the total of the group receiving the funds.
Events:
3. The player enters how much money to transfer in a box.
4. The player clicks on the group to transfer the money to.
5. The player clicks "Done" button to indicate he is no longer need to transfer money for his current turn.

16. Use Case: User clicks on their card they want to attack with
Actor: Player(Active)
Pre-Condition:
1. Player is in his sequence of play
2. Player declares that he wants to attack.
Post Condition:
2. If the card was selected, it is activated for the attack.
Events:
3. The player clicks on the card in his power structure to use for the attack.

17. Use Case: User clicks on the card they want to attack.
Actor: Player(Active)
Pre-Condition:
1. Player is in his sequence of play.
2. Player declares that he wants to attack.
Post Condition:
3. It the card was selected, it is objected to attack from others.
Events:
4. The player clicks on the card he wants to attack.

18. Use Case: User clicks on "Confirm Attack" button
Actor: Player(Active)
Pre-Condition:
1. Player has declared his attack.
2. Player has one last chance to decide whether to keep attacking or call off the attack.
Post Condition:
3. If the player decides to attack, he will carry on the next step in his sequence of play. If the player decides to not attack, he will lose his turn.

Events:
4. The player click on "Confirm Attack" button to declare his attack.

19. Use Case: User presses add Megabucks button to attack (+1)
Actor: Player(Active)
Pre-Condition:
1. Player has either started his attack
2. Player is in the middle of the attack.
Post Condition:
3. If a megabuck is added, the player's attacking number is increased by 1.
Events:
4. The player click on "Add Megabucks" button.
5. The player waits on other player to act.

20. Use Case: User presses add Megabucks button to defend with illuminati (-1)
Actor: Player(Active)
Pre-Condition:
1. Player decides to defend his group using illuminati.
Post Condition:
2. If a megabuck is added, the player's attacking number is decreased by 1.
Events:
3. The player click on "Add Megabucks" button.
4. The player waits on other players to act.

21. Use Case: User presses add Megabucks button to defend with the group being attacked (-2)
Actor: Player(Active)
Pre-Condition:
1. Player decides to defend his group without illuminati.
Post Condition:
2. If a megabuck is added, the player's attacking number is decreased by 2.
Events:
3. The player click on "Add Megabucks" button.
4. The player waits on other players to act.

22. Use Case: User interferes and adds Megabucks to attack (-1)
Actor: Player(Active)
Pre-Condition:
1. Other player (not including the attacking or defending players) decides to interfere an attack.
Post Condition:
2. If a megabuck is added, the player's attacking number is decreased by 1.
Events:
3. The player click on "Add Megabucks" button.
4. The player waits on other players to act.

23. Use Case: User interferes and adds Megabucks to defend (-2)
Actor: Player(Active)
Pre-Condition:
1. Other player (not including the attacking or defending players) decides to interfere an attack.
Post Condition:
2. If a megabuck is added, the player's attacking number is decreased by 2.

Events:
3. The player click on "Add Megabucks" button.
4. The player waits on other players to act.

24. Use Case: Opposite user attacks a defending group that is controlled directly by illuminati (-10)
Actor: Player(Active), Non Active Player 1, Non Active Player 2, Non Active Player 3
Precondition: None other groups to destroy or control
Post Condition: if a direct attack to the group that is directly controlled by the illuminati
Goal: Decrease to 10 MB if success.
Trigger: Opposite user attacks target player. If target player or other party defends.
Events:
   1.   Opposite user attacks the defending group that is controlled directly by illuminati
Extension:
   1a. If defending parties/user decides to give MB to defend.
   1b. If the illuminati card "The Servants of Cthulhu" is the target Illuminati group and if opposing user destroys the 8th group and have not destroyed "The Servants of Cthulhu" therefore "The Servants of Cthulhu" wins the game.
   1c. If the illuminati card "Bavarian Illuminati" Controls groups with a total power of 35 or more (including the their own power of 10) therefore the "Bavarian Illuminati".
   1d. If the illuminati card "Bermuda Triangle" is still active, Control at least one Group of each alignment. A Group with more than one alignment counts for each of its alignments. (ON HOLD)
   1e. If the illuminati card "Discordian Society" is still active, and Control five Weird Groups.
   1f. If the illuminati card "Society of Assassins." is active and Control six Violent Groups
   1g. If the illuminati card "The Network" is active and Control Groups with a total Transferable Power of 25 (including their own 7).
   1h. If the illuminati card "UFOs" is active; At the beginning of the game, after players choose their Illuminati, the UFO player picks the Special Goal of any other Illuminati group. He writes it down, keeping it secret from the other players. If UFO chooses "The Servants of Cthulhu" for their goal, same effects apply for their goal to win.

25. Use Case: Opposite user attacks a defending group that is 1 group away from the illuminati (-5)
Actor: Player(Active), Non Active Player 1, Non Active Player 2, Non Active Player 3
Precondition: None other groups to destroy or control
Post Condition: if a direct attack to the group that is directly controlled by the illuminati
Goal: Decrease to 5 MB if success.
Trigger: Opposite user attacks target player. If target player or other party defends.
Events:
2.   Opposite user attacks the defending group that is controlled directly by illuminati
Extension:
   1a. If defending parties/user decides to give MB to defend.
   1b. If the illuminati card "The Servants of Cthulhu" is the target Illuminati group and if opposing user destroys the 8th group and have not destroyed "The Servants of Cthulhu" therefore "The Servants of Cthulhu" wins the game.
   1c. If the illuminati card "Bavarian Illuminati" Controls groups with a total power of 35 or more (including the their own power of 10) therefore the "Bavarian Illuminati".
   1d. If the illuminati card "Bermuda Triangle" is still active, Control at least one Group of each alignment. A Group with more than one alignment counts for each of its alignments. (ON HOLD)
   1e. If the illuminati card "Discordian Society" is still active, and Control five Weird Groups.
   1f. If the illuminati card "Society of Assassins." is active and Control six Violent Groups

1g. If the illuminati card "The Network" is active and Control Groups with a total Transferable Power of 25 (including their own 7).

1h. If the illuminati card "UFOs" is active; At the beginning of the game, after players choose their Illuminati, the UFO player picks the Special Goal of any other Illuminati group. He writes it down, keeping it secret from the other players. If UFO chooses "The Servants of Cthulhu" for their goal, same effects apply for their goal to win.

26. Use Case: Opposite user attacks a defending group that is 2 groups away from the illuminati (-2)
Actor: Player(Active), Non Active Player 1, Non Active Player 2, Non Active Player 3
Precondition: None other groups to destroy or control
Post Condition: if a direct attack to the group that is directly controlled by the illuminati
Goal: Decrease to 2 MB if success.
Trigger: Opposite user attacks target player. If target player or other party defends.
Events:
3.   Opposite user attacks the defending group that is controlled directly by illuminati
Extension:
1a. If defending parties/user decides to give MB to defend.
1b. If the illuminati card "The Servants of Cthulhu" is the target Illuminati group and if opposing user destroys the 8th group and have not destroyed "The Servants of Cthulhu" therefore "The Servants of Cthulhu" wins the game.
1c. If the illuminati card "Bavarian Illuminati" Controls groups with a total power of 35 or more (including the their own power of 10) therefore the "Bavarian Illuminati".
1d. If the illuminati card "Bermuda Triangle" is still active, Control at least one Group of each alignment. A Group with more than one alignment counts for each of its alignments. (ON HOLD)
1e. If the illuminati card "Discordian Society" is still active, and Control five Weird Groups.
1f. If the illuminati card "Society of Assassins." is active and Control six Violent Groups
1g. If the illuminati card "The Network" is active and Control Groups with a total Transferable Power of 25 (including their own 7).
1h. If the illuminati card "UFOs" is active; At the beginning of the game, after players choose their Illuminati, the UFO player picks the Special Goal of any other Illuminati group. He writes it down, keeping it secret from the other players. If UFO chooses "The Servants of Cthulhu" for their goal, same effects apply for their goal to win.

27. Use Case: User attacks a group to neutralize (They get a +6 bonus)
Actor: Player(Active), Non Active Player 1, Non Active Player 2, Non Active Player 3
Precondition: Player is in action phase. Target must be controlled Group by another player.
Post Condition: Player has controlled a group or failed to control a group.
Events:
   1. Player Declares Valid Target
a.   Defending Groups Resistance is subtracted from attacking groups power
b.   Defending Groups Resistance is lowered by 4 when for each matching alignment.
c.   Defending Groups Resistance is increased by 4 when for each opposing alignment.
d.   Special Powers modify resistance and power when applicable.
   2. Active Player declares privilege
            a. Skip step 4,5,6.
   3. Optional: Active Player puts in money
a.   Defending Groups resistance is subtracted by money spent.
   4. Optional: Nonactive Player(s) put in money to defend targeted group.
            a.   Defending Groups resistance is added with money spent.
   5. Optional: Nonactive Player(s) put in money to aid attacking group.
            a.   Defending Groups resistance is subtracted by money spent.
   6. Optional: Any player wishes to put down more money.
            a.   Go to step 2.

7. Roll Dice
a. 		Player gains control of group if final power is greater than final resistance
	8. Player adds newly controlled group to attacking groups power structure.
a. 		Add aquired group to attacking group.

Extensions:
1a. Both Attacking group and defending group have fanatic alignment.
		1a.1. Defending Groups Resistance is reduced by 4
1a - 2a. Player wants to cancel attack.
		1a.1. Player doesn't gain control of group. End Case
1a-8a. Special Card is played.
		1a. Reference: Special Card Use Case
7a. Player Roll 11 or 12
		7a. Active Player doesn't gain control of group. End Case.
8a. No available slot to add group
		8a. Rearrange cards to open slots and put back the cards that could not be
		connected back into board.

28. Use Case: User presses "Use Special" button
Actor: Player(Active), Non Active Player 1, Non Active Player 2, Non Active Player 3
Precondition: If requirements are met for a illumunati. Certain illumunati have certain effects
Post Condition: If conditions are met for the illumunati, a player can give use or special card
is successfully played. **
Trigger: Each illumunati has an effect for each player. Special card can be played in free
action
Events:
	1. Player can draw or face/down and displayed, trade, given or sold on free action
	2. Check If the illuminati card "The Servants of Cthulhu" on play if 6 groups are
		destroyed.
	3. Check the illuminati card "Bavarian Illuminati" on play. Controls groups with a total
power of 35 or more (including the their own power of 10) therefore the "Bavarian Illuminati".
	4.. Check If the illuminati card "Bermuda Triangle" on play, Control at least one Group of
each alignment. A Group with more than one alignment counts for each of its alignments.
	5. Check If the illuminati card "Discordian Society" on play, if five Weird Groups are
control.
	6. Check If the illuminati card "Society of Assassins." is active and Control six Violent
Groups
	7. Check if the illuminati card "The Network" on play if Control Groups with a total
Transferable Power of 25 (including their own 7) is active
	8. Check the illuminati card "UFOs" on play; if this illuminati chose"The Servants of
Cthulhu" for their goal, same effects apply for their goal to win. See 1.

29. Use Case: User presses "Use faction effect" button
Actor: Player(Active), Non Active Player 1, Non Active Player 2, Non Active Player 3
Precondition: For each faction and player each card has an effect in play.
Post Condition: If the faction is still on play the effect is still active

Events:
		1. For each faction played, set the values and MB according to the effect of the
	card.

Extension:
		1a. If any other player interrupts.

30. Use Case: User presses "Use group effect" button
Actor: Player(Active),
Precondition: Each group card have effects.
Post Condition:
Trigger: Player uses a group effect
Events:
1. Player can add MB or transfer or do nothing
2. If the effect of the group that is being played
3. Calculate MB
Extensions:
1. If player decides to give the group away, Give a group, Drop a drop

31. Use Case: User presses "End of free action 1" button(not sure about this one)
Actor: Player(Active)
Precondition: User has finished attack or does not attack
Post Condition: If player does not take any action of any sort collect 5MB
Trigger: End of free action(?) ("is all action have been done?")
Events:
1. Does Player drop a group
2. Does Give money away
3. Does give away specials
4. Does use a special

Extension:
   1-4a. Player does none of any events collect 5MB
   4b. Use Bribery (Regular Action)

32. Use Case: User attacks group with same alignment
Actor: Player(Active), Non Active Player 1, Non Active Player 2, Non Active Player 3
Precondition: Player(Active) attacks the target player, and alignments are the same
Post Condition: If player successfully attack target player or unsuccessful attack
Trigger: If Player attacks target player
Events:
1. Player attacks the target player
2. Player waits for any interrupts
Extensions:
   1a. If the alignments are opposite
   1b. Interrupts by Opposing player(s)
   1c. Target player add MB
   1d. Special card is played

33. Use Case: User attacks group with opposite alignment
Actor: Player(Active), Non Active Player 1, Non Active Player 2, Non Active Player 3
Precondition: Player attacks target player
Post Condition: If player successfully attack target player or unsuccessful attack
Trigger: Player attacks target player
Events:
1. Check the both players that are opposing and their alignments.
2. Check if Government is the opposite of Communist.
3. Check if Liberal is the opposite of Conservative.
4. Check if Peaceful is the opposite of Violent.
5. Check if Straight is the opposite of Weird.
6. Check if Criminal has no opposite alignment.
7. Check if Fanatic – Any two Fanatic Groups are considered "opposite" to each other.
8. Calculate MB

Extensions:
    1-7a. Interrupts by other player(s)
    1-7b. Special card is played.
Use Case: User controls the last group needed to win and presses "goal achieved" button
Actor: Player (Active)
Pre-Condition:
1. Player has not attacked twice already
2. Player is in attack phase

Post-Condition:
3. Active player wins the game

Events:
4. Player clicks button to attack another player or an unclaimed group
5. Player clicks attack to control
6. Player clicks rolls dice button
7. Reference interference
8. Player either successfully controls group or fails
9. Player wins game if he controls group, otherwise game continues

Extensions:
    3a. Opposing player uses special card

34. Use Case: User with bavarian illuminati controls last group needed and presses "goal achieved" button
Actor: Player (Active)
Pre-Condition:
1. Player has not attacked twice already
2. Player is in attack phase

Post-Condition:
3. Active player wins the game

Events:
4. Player clicks button to attack another player or an unclaimed group
5. Player clicks attack to control
6. Player clicks rolls dice button
7. Reference interference
8. Player either successfully controls group or fails
9. Player wins game if he controls group, otherwise game continues

Extensions:
    3a. Opposing player uses special card

35. Use Case: User with Bermuda Triangle controls the last of group alignment needed to control at least one of each group alignment and presses "goal achieved" button
Actor: Player (Active)
Pre-Condition:
1. Player has not attacked twice already
2. Player is in attack phase

Post-Condition:
3. Active player wins the game

Events:

4. Player clicks button to attack another player or an unclaimed group
5. Player clicks attack to control
6. Player clicks rolls dice button
7. Reference interference
8. Player either successfully controls group or fails
9. Player wins game if he controls group, otherwise game continues

Extensions:
   3a. Opposing player uses special card

36. Use Case: User with Discordian society controls last of the weird groups and presses "goal achieved" button
Actor: Player (Active)
Pre-Condition:
1. Player has not attacked twice already
2. Player is in attack phase

Post-Condition:
3. Active player wins the game

Events:
4. Player clicks button to attack another player or an unclaimed group
5. Player clicks attack to control
6. Player clicks rolls dice button
7. Reference interference
8. Player either successfully controls group or fails
9. Player wins game if he controls group, otherwise game continues

Extensions:
   3a. Opposing player uses special card

37. Use Case: User with Gnomes of Zurich collects a total of 150 megabucks between all groups and presses "goal achieved" button
Actor: Player (Active)
Pre-Condition:
1. No special caused the player to skip their turn
2. It is the active players turn
3. It is players income phase

Post-Condition:
4. Active player wins the game

Events:
5. Player collects income on all groups

Extensions:
   4a. Active player plays special card to double income.
   4a. Opposing player plays special card

38. Use Case: User with the network controls groups with 25 transferable power and presses "goal achieved" button
Actor: Player (Active)
Pre-Condition:
1. Player has not attacked twice already
2. Player is in attack phase

Post-Condition:
   3. Active player wins the game

Events:
   4. Player clicks button to attack another player or an unclaimed group
   5. Player attacks to control
   6. Player clicks rolls dice button
   7. Reference interference
   8. Player either successfully controls group or fails
   9. Player wins game if he controls group, otherwise game continues

Extensions:
    3a. Opposing player uses special card

39. Use Case: User with servants of Cthulhu destroys 8 groups and presses "goal achieved" button
Actor: Player (Active)
Pre-Condition:
   1. Player has not attacked twice already
   2. Player is in attack phase

Post-Condition:
   3. Active player wins the game

Events:
   4. Player clicks button to attack another player or an unclaimed group
   5. Player attacks to destroy
   6. Player clicks rolls dice button
   7. Reference interference
   8. Player either successfully destroys group or fails
   9. Player wins game if he destroys group, otherwise game continues

Extensions:
    3a. Opposing player uses special card

40. Use Case: User with Society of Assassins control 6 violent groups and presses "goal achieved" button
Actor: Player (Active)
Pre-Condition:
   1. Player has not attacked twice already
   2. Player is in attack phase

Post-Condition:
   3. Active player wins the game

Events:
   4. Player clicks button to attack another player or an unclaimed group
   5. Player clicks attack ton control
   6. Player clicks rolls dice button
   7. Reference interference
   8. Player either successfully controls group or fails
   9. Player wins game if he controls group, otherwise game continues

Extensions:
    3a. Opposing player uses special card

41. Use Case: User with UFOs picks a special goal
Actor: Player
Pre-Condition:
    1. Draw faction phase

Post-Condition:
    2. Player with UFO card has a goal

Events:
    3. Player clicks on choose a special goal button
    4. Player clicks on a goal

Extension:
    3a. Opposing player uses special card

42. Use Case: User clicks choose a goal button
Actor: Player
Pre-Condition:
    1. Players are drawing cards to get a Faction

Post-Condition:
    2. User drew the UFOs faction

Events:
    3. Reference draw a card

43. Use Case: Order of turns
Actor: Player
Pre-Condition:
    1. Game has not started yet

Post-Condition:
    2. Each player is given a turn

Events:
    3. Players roll dice once
    4. Player with the highest dice roll goes first, followed by the next highest.

Extension:
    3-4: If multiple players roll the same dice, they will roll again to see who amongst them
    has higher   priority.