4. System Features

4.? Token Control (fuse)

Description: Players are given 3 fuse tokens in total. During the game if a player places the wrong card a fuse token is lost. When all three fuse tokens are lost the fireworks explode and the game is lost.

Trigger: If the player wishes to start a new stack and the card they place is not a 1, or if they place the wrong card on an already established stack.

Precondition: They player must be in an active game

Successful Sequence:

(steps to show the lead up the feature)

1. Player places a card with a rank higher then 1 in order to begin a new stack
2. Fuse message indicating fuse token is lost gets displayed to all players
3. Game state is updated:
   1. If token count-down is currently greater than 0:
      1. The count down for the fuse tokens decrements by 1
      2. Users are notified that a fuse token has been lost through server message
      3. The game continues (next players turn)
   2. If the token count-down is currently at 0:
      1. The game ends
      2. Users are notified through server message

Functional Requirements:

The system will keep track of the number of fuse tokens that have been used by tracking mistakes that the players have made (see trigger for mistake information). Once the third mistake is made the system will automatically remove players from game and display a message indicating the game is over and they have lost.

4.?.? Token Control (Information)

Description: During a game, players are given 8 information tokens. Information tokens can be discarded in order to give another player information. Once a token is used it is discarded. A player may choose to discard a card in order to replenish an information token.

Trigger: If a player wishes to give information to another player

Precondition: Player must be in a game. It must be the players turn. There must be less then 8 information tokens inorder to replenish a token.

Successful Sequence:

1. Player wants to give information to another player
2. Player selects player to give information and selects what information to give
3. Game state is updated:
   1. Token is discarded
   2. Token count is reduced by 1
   3. Next players turn

(steps to show the lead up the feature)

Functional Requirements:

The system must keep track of the number of information tokens that are currently still in play. Once a token is played it is decremented from the total information tokens available. Once a card is discarded the system increments to total information tokens available unless the max number of information tokens are already available.